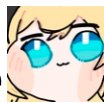


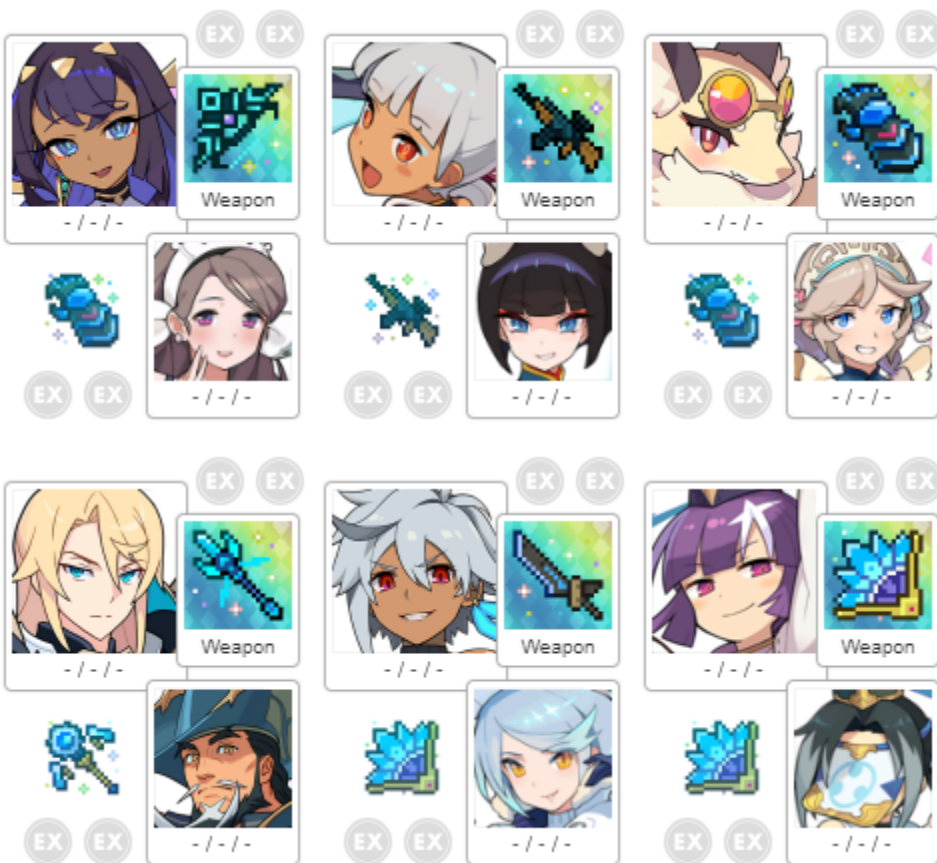
EOS Update



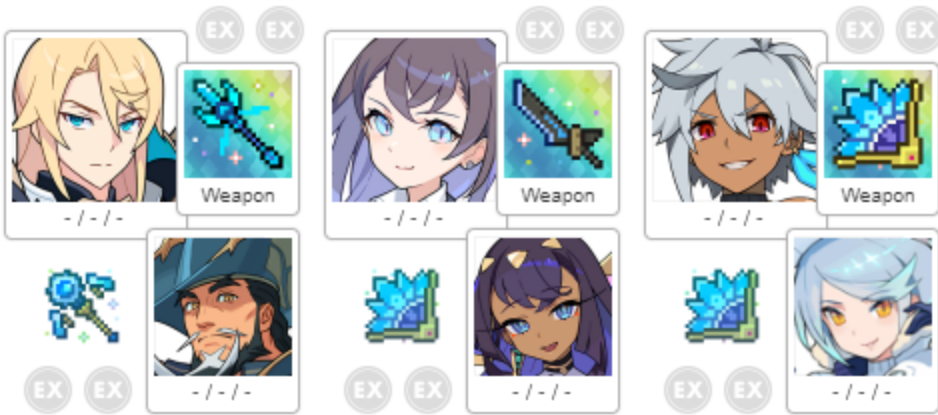
All Teams using older units have been removed. Thanks for coming along everyone, it's been a good run. The newer units are mostly intended to be used for harder content, and not permanent bosses, if you want to see more examples you can find them in the Nostalgia Trials Doc or the event channels.



A Gen3 Water DA unit with high stats that wants to be used as lead, but can also double as an ATK% buff support. Water DA is only used for Star Destroyer Nostalgia, but with MSoti the team has crazy enough stats to demolish almost every water boss.



Ciel 2 Cast with the new Steambot Weapon.



Ciel Water Resonance using MSoti as an ATK buffer instead of Luca.

Quick Replacement Guide: (Water SD)

DPS



Tracker



100% Gauge Support




Core Supports

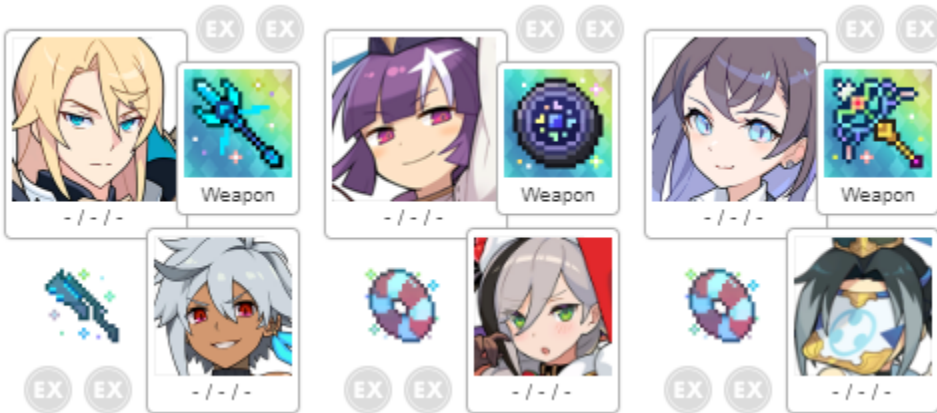


Golem Godly (Gen 1)



A boss that summons bombs that explode and has many weak point attacks. Also buffs himself with an attack buff at the start and during the fight. Standard teams are capable of ignoring the mechanics to kill the boss in under 10 seconds with a 9 Chain, but weaker teams will find value in bringing some form of screenwide AoE to clear the bombs and reduce damage taken. A source of penetration like  will also help with hitting weak points.

Ciel Single Cast



This team only requires Ciel and Pharah to function, Yuki/Suizen can easily be replaced with another unit that has stats as she doesn't cast.



Poison Multiplier

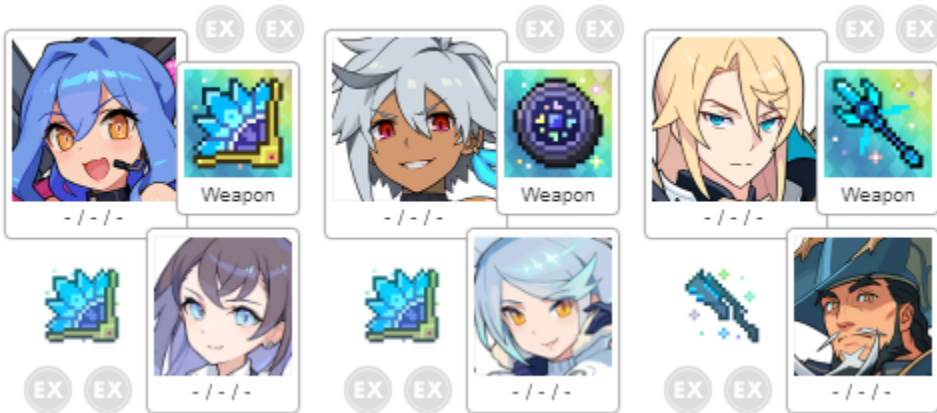
Scorched Grizzly (Gen 2)

Triggering Fever downs and debuffs the boss. Ideally, every lobby should have 1 HAMelia team in order to down the boss at the start to deal a significant amount of damage to speed up the fight. Destroying a fruit gives your team a Direct Attack buff, but only for a short duration. Fruits will respawn if there is 1 or less fruits remaining. Grizzly will consume fruits occasionally, granting him an Attack Up and he will attack more often.

Ciel Water Mono SD (NyYuki)



Ciel Reverse Mono SD without Lakisha

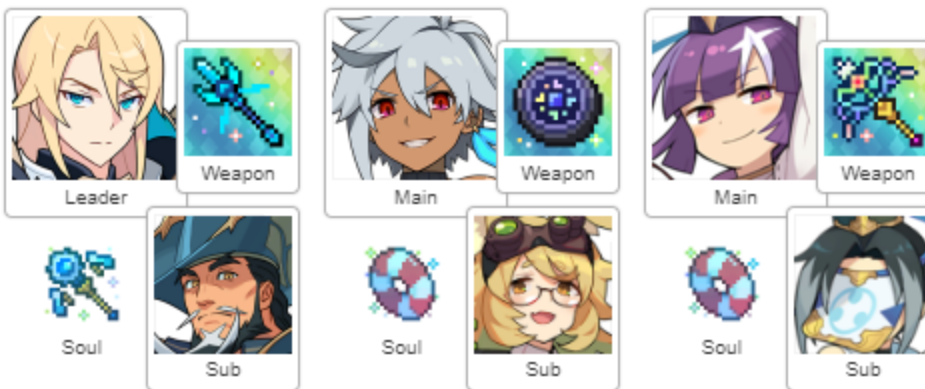


The Descension: Flamewing Serpent

A stronger version of Golem that requires dispels. Note that unlike the other Serpent bosses, Flamewing only has 2 buffs you need to remove. Flamewing's attack pattern changes once it reaches its low HP threshold, and it will start using more powerful attacks capable of killing your team. Flame pillars will also spawn that will apply a permanent stacking Fire Resistance Down on your team. Normal teams are able to deal with the boss quickly as long as you 9 Chain.



Ciel 2 Cast Skill Damage



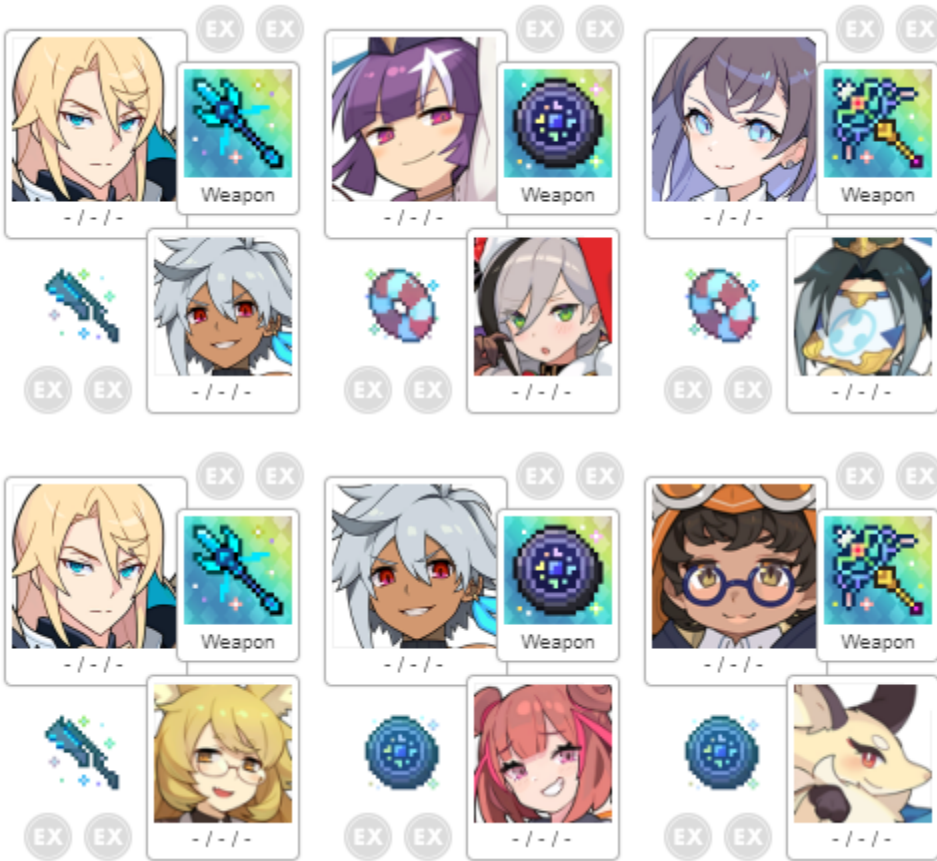
Golem Hell CSB



A boss that is reliant on you bringing cleansers to remove the stacking Fire Resistance Debuff on your units. No Auto Wanpan teams exist yet. Below are some of the teams I recommend building.

For more teams check [Patch's Hell Guide](#).

Ciel Wanpan



The Archives



Older teams that you may find useful if you're missing too many new units.

If you're trying to find an old team without Rakisha, they're not very good.