Epic Seven Episode Guide
6th World to Episode 5

by Moriyiasm

We get a lot of good free units and free gear now. I will be autoing through the entire story again, and noting down any fights where I'm forced to manual. The units I will be using will vary a bit prior to Episode 3 since you're largely just using whatever you have built at that point. The full list of units I'll be using are: Victorika (only in 6th World), Angelica (until Brieg), Arbiter Vildred, Ras, Mercedes, Iseria, Sigret (until Tamarine), Brieg, Tamarinne, Commander Lorina, and Angelic Montmorancy.

If you get stuck on any stage not listed here, you should just manual it and use some Soul burns. Beyond that you can just abuse friend supporters to clear out the boss stages for you. I will be avoiding using any friend supporters except on a few specific boss stages since strong enough supporters can carry just about any stage which defeats the purpose of this guide. I just used whatever NPC supporters were provided for the stage if any.



Units

Brieg



Brieg is our primary tank and Def Breaker. Besides a few stages where we use Ras and Iseria instead, Brieg will be here for every other stage. He just uses his gear set from the Wyvern Challenge so you can keep that on him. Steadfast Gatekeeper is his best artifact since he uses it for Expedition. If you don't have it, use Prophetic Candlestick. You want to at least +3 his S3, eventually max his S1 and S3.

Tamarinne



Tamarinne is our healer, we'll be using her in every stage. Use the gear set you get from Path of Heir for clearing her Connection. For her Artifact, use Magaraha's Tome ideally, or any healing artifact. Max her S3 then +6 her S2, save the 7th S2 enhance for Friendship 10.

Arbiter Vildred (Arby)



Arby is our main DPS, AoE S3, multi-target S1 and a revive on S2 is good enough to get us through Episode. For his gear use a mix of the Speed set gear from Path of Heir and Banshee Hunt Challenge with the Crit Set gear from Banshee Hunt Challenge. Try to get him as close to 100 Crit as possible. His best artifact is Alexa's Basket, but for story, Daydream Joker would be ideal if you're not using it in Wyvern. Skill enhance his S3 and S1 to max.

Mercedes (Meru)



Mercedes is a solid secondary DPS that also gives Attack buff to everyone. She helps a lot with just clearing the non boss stages faster with her AoE. She gets an upgrade after clearing Episode 3 as well. She's still fine before the upgrade, just more susceptible to dying.

You can give her Arby's old gear, the Ogre's Armory gear from Path of Heir with the Tirel Castle Necklace+Ring, then swap her onto the Path of Heir +15 Destruction and Crit gear as you clear early Episode 3. I'd keep the Orge boots for the Speed though. For her artifact you can just give her Daydream Joker if it's not occupied in Wyvern. It's worth maxing out her skills eventually, but just S2 and S3 max is fine for now.

Iseria



Consistent Def Break, full strip, Unbuffable, and ally cooldown reset. Amazing utility all packed into one unit. All she needs is some Speed, some HP+Def, and some Effectiveness. Try to aim 85 Eff to cover Expeditions in the future, but you can get away with much less for now. She'll kind of be on whatever Speed pieces you aren't using and maybe some gear you've rolled from Wyvern, so her bulk might be low for now. If your Song of Stars isn't occupied by Furious, you should use that, otherwise use a +0 Infinity Basket. For Skill Enhances, get the -1 turn on her S3 and her S2. I recommend not enhancing her S1 until you get Friendship 10 to save molas.

Adventurer Ras (ARas)





Secondary tank for a few stages where Brieg is annoying to use. He provides AoE Def buff with S3 and strip with S1. However his main tool is his S2, which gives a dual attack with the highest Atk ally, Immunity buff to both units, and Defense Break. If you Soul Burn it, you can use it every turn, making him insanely strong on manual. No skill enhances needed.

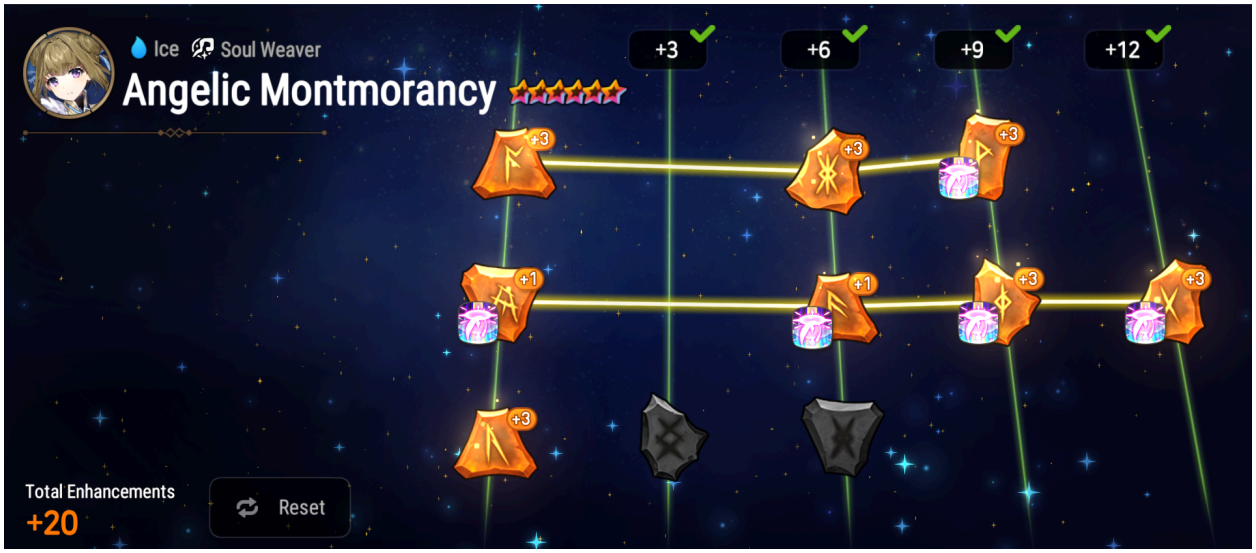
You can just give him the HP gear from early Path of Heir with the Day 3 login Neck+Ring. For his artifact you can use Aurius to help your DPS stay alive, Steadfast Gatekeeper for damage reduction, or Prophetic Candlestick as the budget option. No skill enhances needed.

Commander Lorina (CLorina)
Great single target DPS that we'll be using on a couple of stages where we want a bunch of damage being thrown into the boss. S1 has a built-in DDJ effect and gives her a bunch of CR push, so very good synergy with dual attack skills like ARas S2. Her S3 also does a ton of damage, so just a very high damage unit all around.

Her gear can just be Destruction + Penetration set. You'll get a set from the Golem Hunt Challenge and more from Path of Heir. For her Artifact, give her Daydream Joker or any damage boosting artifact like A Symbol of Unity. Max her S1 and S3 first, eventually +15 her.

Angelic Montmorancy (AMomo)





Secondary healer in case you are stuck on the Tamarinne mission or if you find yourself needing more cleansing/healing. Free from getting obliterated by the flying dragon, AMomo has a second job desperately trying to keep our team alive in Adventure instead. Her healing leaves a lot to be desired, but her cleansing is fantastic. We can run her with Tamarinne on some stages for extra healing when needed. Her stats don't matter too much, just Speed, HP, Def, and EffRes. High EffRes can be nice to tank certain debuff heavy bosses if needed.

If you have a healing artifact like Rod of Amaryllis, I'd recommend using that over Magaraha's Tome. Max her S2 and S3.

6th World

Chapter 4 - Kayron

This fight is the first wall you'll hit. It's not particularly hard, he just drops a ton of damage very quickly. Get Angelica and Victorika to level 30 (no need to awaken) and they should be tanky enough to clear the stage.

Episode 1

All of Episode 1 was auto'd using Arbiter Vildred, Mercedes, Ras (replace with Iseria later) and Angelica. The only unit you should be leveling with penguins and awakening is Arby, you can give him the Destruction gear from Path of Heir and the Crit Necklace/Ring from Labyrinth Tirel Castle Area 3 and 4.

Episode 2

Chapters 1-4 were auto'd using Arby, Meru, Iseria, and Angelica (put her in Grace of Growth).
Chapters 5-10 were auto'd using Arby, Meru, Sigret, and Brieg.

If you find yourself struggling with Straze in the final fight, Iseria is really good on that stage.

Episode 3 - Eureka

Arbiter Vildred, Brieg, Tamarinne as your main units. Use Mercedes as the 4th unless the 3 star requirement asks for an Earth hero, then use Iseria or some other Earth hero. Some boss stages we'll switch the team around and one we'll regear.

Some people might be stuck on Tamarinne's connection due to the Guild Aid mission, so I'll leave in the stages where my old alt from 2 years ago died. That was before we had free Tamarinne and Brieg so my team was Angelic Montmorancy, Adventurer Ras, Specter Tenebria, and Mercedes/Iseria.

Alencia - Chapter 4 "Miraculous Encounter"
Auto with Tama, Brieg, Arby, Meru

Old account info: Hitting Alencia with a non-crit while she has her Trample buff will make her counter. You can prevent her from getting the buff by using Iseria S3 on her beforehand. Even with the buff she doesn't do too much damage. After she gets below 40% she'll take a turn and use her S3 so keep that in mind when trying to burst her.

Politis - Chapter 6 "Hidden Plan"
Auto with Tama, Brieg, Arby, Meru

Old account info: Using non attack skills will proc Politis S2 which has a 2 turn cool down (she'll have a shiny gold buff when it's available). This doesn't get threatening until Rin uses S3, since Politis S2 activates her S3 if she has more than 2 buffs. Politis S3 increases the amount of Burns applied every time it's used, so if you take too long it can get pretty threatening. Strip the buffs or kill Politis before Rin uses her S3.

Chapter 9 "Brave Warriors"
Auto with Tama, Brieg, Arby, Meru

Old account info: Wtf... This stage introduces two units that we'll see 3 more times while in this chapter. Honestly this will only be an issue if you're on absolute scraps like me.

The spearmen have a 15% chance to get an extra turn if attacked while debuffed, and their S3 does a good amount of AoE damage. Try to kill them before they get to use S3 or AMomo will struggle to keep up. The Ice rangers are horrifying, they get a big CR push and decrease their CDs by 1 whenever you use a non-attack skill. AMomo is an absolute greifer here and just gets you killed. Just kill them without using any non-attack skills. On any waves where both the spearmen and the rangers appear together, I would focus on the rangers first so you can use non-attack skills.

Chapter 9 “Unpaid Cost”
Auto with Tama, Brieg, Arby, Meru

Old account info: Spearmen and rangers again...

Mort - Chapter 9 “End of a Wait”
Team: Tama, ARas, Meru, Iseria
Video Guide: https://youtu.be/VlrvhllnC70?si=s90jTLR1EeDHpoYH&t=500

You can clear this without regearing, but it’s way more annoying if you don’t. Swap Brieg for Ras, and Arby for Meru. Mort only has 50 EffRes, so you’d need 35 Eff for consistency. Also keep in mind elemental advantage gives 15% CritChance to your fire units. With just starter gear, it can be hard to get 85 CritC (100 for Iseria) and the Eff needed, so I’d prioritize giving Ras 85 CritC and Iseria at least 35 Eff then focusing CritC. Make sure Meru has 85 CritC as well.

Mort gains a stack of Berserk when you hit him with a non-critical hit and cleanses one debuff as well. If he takes a turn when he has 4 stacks of Berserk, he’ll use his S3 which does a big amount of AoE Damage. Save Iseria S3 in case you need it to strip Berserk since Ras S1 can be unreliable. Tamarinne’s Idol S1 is a great strip as well. You can consider holding Tamarinne’ S3 until after Mort uses his S3 so you can cleanse the debuffs.

When he drops below 50%, he’ll use his S3 and enter the next phase. The fight mostly plays out the same, except he can give himself Crit Resist buff randomly after using S1. **Before dropping him to 10% HP**, you need to strip the CritRes buff. Once he drops below 10% HP, he’ll enter his final phase. You need to crit him 4 times before he moves. This isn’t as hard as it sounds, since we can just use Ras S2 and Meru S2 with Atk buff for 4 hits instantly. Tamarinne Idol S2 can also push everyone up if needed.

Chapter 9 “Turning the Tables”
Auto with Tama, Brieg, Arby, Meru

Old account info: Spearmen and rangers again...

Ilynav - Chapter 9 “Unending”
Team: Tama, ARas, Arby, Iseria
Video Guide: https://youtu.be/VlrvhllnC70?si=sBUQhBBqK_-KRyQP&t=943

This fight is doable on Auto, but might take a couple of tries so you could just manual once and get it over with. It'll be easier if you're trying to not fulfill the 3 star requirement so you could just leave that for later if you want. Swap Iseria for Meru if you're skipping the star for now. I also swapped Brieg for Ras since non-attack skills are a bit grief in this stage as well.

The two normal mob fights have some rangers that might kill you before you get to Ilynav. Avoid using non-attack skills as it'll give them a big CR push and decrease their CDs by 1. I wouldn't use Iseria S2 until the boss fight and this is also why I skipped Brieg. Kill the Ice rangers first, then the Light rangers.

Once you get to Ilynav, use Iseria S3 or Soulburn S1 on the rangers and Ras S2 Soulburn to kill them instantly. Once they're dead the fight is trivial and you can just pop Tamarinne S3 and spam Ras Soulburn S2 into Ilynav. When she drops below 50% she'll use her S3 and summon two more soldiers, you can kill them in you want but you should be able to just kill Ilynav at this point.

Laika - Chapter 10 "Until the Bitter End"
Auto with Ras, Tama, Arby, Meru

Swap Brieg for Ras and if you were using Iseria, then drop her for Mercedes. Never died here until now LOL. It's Brieg's fault because Laika counters everytime you hit her while she's debuffed. She won't cleanse her debuffs either so you'll need to wait for her to take her turn naturally and she's going to counter a bunch. Getting rid of our debuffers makes this an easy auto.

Belian - Chapter 10 "00:00:00"
Auto with Tama, ARas, Arby, Meru
Video Guide: https://youtu.be/VlrvhllnC70?si=KtHJiO8J52KsAVTz&t=1337

You can opt to run a tankier team for more safety if you want. You could also opt to manual the entire fight, I'll explain all the mechanics below. Worse case scenario, use 4 tanks and spam Arky.

Phase 1: Kill all mobs (2 sets of 3), then drop Belian to 75% HP.
Belian has a constantly refreshing skill null while any allies are alive. After you kill the initial set of mobs, she'll summon a second set then nothing after that. Dual attacks are great though since the first hit will break the skill null then the second hit does damage. Any extra hits like Meru S2 do the same. You can phase her before you even kill the second set. I recommend saving souls for later phases since this one is pretty easy.

Belian stuns the highest Atk unit everytime she takes a turn. Ras S2 gives Immunity to the highest Attack ally which helps block this. Also if you run 2 DPS, one of them can tank the Stun while the other does damage. Just kill the mobs she summons while sustaining up. Use skills as they come up to generate souls. Also avoid hitting Belian unless it's with a Dual Attack since hitting Belian gives the mobs stacking Atk+Speed and a CR push.

Phase 2: Stay under 3 buffs and get Belian to 40% HP.
This phase mostly plays out the same as the previous phase (without the adds). The main thing to note is that you want to keep your units below 3 buffs (on a single unit). If a unit ends a turn with 3 buffs, they will instantly get full stripped, Stunned, and lose 50% of their HP. I kept my buffs to just Immunity and Def buff. This will vary depending on your setup, just keep track of what buffs you're using. Tamarinne gives Attack buff on Idol S2, Ras gives Immunity on S2 and Def Buff on S3, Brieg gives Barrier and himself Perception on S2.

Phase 3: Arky spam.
Belian gives herself a Counterattack buff at the start of this phase. Arky won't proc the counter so you can use Arky safely. As long as you survive her first turn it's pretty free.

Episode 4 - Natalon

For the team we're still using Tama, Brieg, Arby, and Meru. We'll switch Meru out for Iseria when the 3 star requirement asks for an Earth as well (like in Chapter 1 lol). Just like I did for Episode 3, I'll leave in any info for stages where my old account from 2 years ago died while on auto.

Apocalypse Ravi - Chapter 4 "The Promised Place"
Auto with Tama, Brieg, Arby, Meru

I've seen people struggle with this fight though so I'll quickly go over it. The little buffs that ARavi have give her stacking Attack and Speed, and she consumes one each time she gets hit by a crit to heal herself. She starts with 2 buffs and each time the lamps attack they'll give her an additional buff. You can out damage this healing pretty easily though, and Brieg or Iseria S3 can strip all of the buffs.

Aria - Chapter 5 "The Leader"
Auto with Tama Brieg Arby Iseria.

Old account info: Cleared on the second auto attempt, though Iseria died right before Aria did. Just make sure Iseria isn't blinded then use S3 after Aria uses her S3 (her S3 cleanses). You can also just one shot her and stop her from ever using it.

Aria (again) - Chapter 5 "Repeat Mistakes"
Auto with Tama, Brieg, Arby, Iseria.

Old account info: This time you'll want to use Iseria S3 the turn before Aria uses her S3. She cleanses 1 debuff at the end of each turn so you don't want to do it too early. She'll activate her S2 if you don't have 2 debuffs on her when she uses S3 so you don't want to do it too late either. She'll also activate S2 when she drops below 40% but that won't really do anything. S2 increases in damage each time she uses it but if you're playing the fight properly it won't ever be a problem. It's a bit trickier to get the one shot here due to her consistent cleanse, but you can just whittle her down with ARas S2 if you can't get the right timing.

Taeyou - Chapter 6 "Voice from the Abyss"
Auto with Tama, ARas, Arby, Mercedes. Taeyou punishes non-attack skills if you spam too many so we'll drop Brieg here.

Juni - Chapter 7 “Turned Tables”
Auto on 2nd try with Tama, Brieg, Iseria, Arby. Honestly, I don’t know why I died here, my old account cleared fine with Montmo, Ras, Iseria, STene too. Worst case just grab a supporter.

Yulha - Chapter 7 “Blind Leader”
Team: Tama, ARas, Arby, Meru
Video Guide: https://youtu.be/6sZE9p5itSM?si=2zhdKy39M-XQoIZb&t=126

Swapped Iseria for Mercedes and Brieg for Ras. It’s possible to do this fight without regearing if your DPS have enough CritC, but just like with Mort it’ll be alot easier if you regear. You want Mercedes to have at least 85% CritC, and STene to have as close to 100% as you can (ideally hit 100%). If possible, giving ARas 85% CritC makes this stage way easier as well. Iseria or Verdant Adin with 100% CritC are good options as well, with Verdant Adin also giving all allies 7% CritC.

This fight has two key points. First, do not hit Yulha with a non-critical attack. If you do, she’ll gain a unique buff that reflects 100% of the damage dealt to her. Yulha’s S1 applies Blind and Provoke, so you’ll want to cleanse those debuffs or use Immunity. The adds annoyingly strip buffs, but you can’t kill the adds too quickly either because you want something for your non 100% CritC units to attack. Don’t use STene S3 just in case the unique buff gets activated and you need to avoid hitting Yulha. Second, when below 40% HP, Yulha S3 does crazy damage. It’s at this point you’ll want to try to burst her down and kill her before she can use it. I recommend saving all of your souls for this phase so you can kill her off in time using STene S1. This is also one of the big reasons you want to be as close to 100% CritC as possible. Missing a crit here can be devastating since you’ll have to stop attacking Yulha. Borrowing a friend STene can help a lot here, since they’ll likely have 100% CritC and do more damage.

Peira - Chapter 8 “An Expected Opponent”
Auto with Tama, Brieg, Arby, Iseria

Old account info: Peira reduces her cooldowns by 1 turn and removes 20 souls from you if you have more than 20 souls at the end of her turn. Burn all your souls on STene S1 at the start of the fight, or spend them all before getting to Peira. Keep ARas S2 available so you’ll have an easy way of burning 10 souls if needed. Her S3 gives her a ton of buffs so try to have Iseria S3 available at the start. The rest of the fight should be easy, just cleanse the debuffs and burn your souls.

Forged Disaster Haerung - Chapter 9 “Broken Promise”
Auto with Tama, Brieg, Arby, Iseria

Old account info: If you have your Verdant Adin (or some other thief) built, she’ll make the fight a lot easier. Hitting Haerung with a Thief 3 times gives it a unique debuff for 3 turns that increases its damage taken by 30%. In general, hold all your major skills until Haerung drops below 70% HP. Once you drop it below 70%, it’ll use its S3 which cleanses all debuffs and gives Immunity buff. Use Iseria S3 then burst it down with STene. You have reduced healing in this stage so your STene is at risk of getting sniped out since Haerung S1 attacks a random target. If you have Aurius and Tama, this shouldn’t really be an issue though.

Lua - Chapter 9 “Broken Seal”
Auto with Tama, Brieg, Arby, Meru (should really swap Meru for Iseria though).

Old account info: Lua takes reduced damage and gets CR push if you dual attack her, so you should avoid using Ras. Since this is a one fight stage, you don’t get any time to save up souls and you’re forced to try and survive until you have the burst to take down Lua. She doesn’t have any passives that activate below certain HP thresholds so no need to worry about that.

The fight revolves around her unique debuff Shard of Chaos. Her skills spam apply it and every time a unit with the debuff takes a turn, all units take 10% of their max HP as damage, so focus on cleansing it with AMomo. If a unit with Shard of Chaos attacks her, she’ll take 50% less damage and counterattack with her S2. STene S1 can’t be countered so you can just ignore this. Killing the adds applies a 7 turn uncleansable Shard of Chaos to a unit so you might want to avoid killing them.

Zio - Chapter 10 “Preordained Calamity”
Team: Tama, ARas, CLorina, Iseria
Video Guide: https://youtu.be/6sZE9p5itSM?si=VoMZUEvu3CqOeAPG&t=442

Zio runs away at 50% HP, so you just need to try and burst him to that point. He gives himself Def buff everytime he uses S1, so you’ll want to try and line up an Iseria S3 into STene S1 spam to burst him. The fight gets riskier and riskier the longer it goes on, so it might be hard if you don’t have good units or good RNG. Zio S1 applies Silence and the adds have a chance to activate their S3 every turn which is a strip into Silence. These can ruin timings if Iseria gets hit. Also, every time one of the adds takes a turn, the number on their head will go up by 1. When it hits 4, if Zio takes a turn he’ll do big AoE

damage with Injury and give himself a bunch of buffs including Stealth. Break the Stealth with ARas S3 and strip the buffs with Iseria S3 if you have it.

Dark Zio - Chapter 10 “The Final Knot”
This stage isn’t really doable on pure free gear, but there’s a pretty easy one shot setup you can use (link below). Borrow a friend Sigret if you don’t have the stats needed, or follow the setup and borrow a strong bruiser from supporters like ML Landy or ML Ravi to finish the rest of the fight.

- New Player Episode 4 Chapter 10 Zio Guide The Final Knot
- UPDATED Episode 4 Chapter 10 Zio F2P One Shot (Free Units)

Episode 5 - Erasia

Used the same Tama, Brieg, Arby, Meru team as in Episode 4. The 3 star requirements are now just to keep 3 units alive, which Tamarinne does fine for on the non-boss stages. On the boss stages you'll need to take a bit more care to not have units die. On my old account I only made it to Chapter 4, but there'll be some extra info on stages.

Tree of Genesis

All of the solutions for this can be found in the link below (thanks Matamune)
Episode 5 Tree of Genesis

Beast of Anguish - Chapter 3 "Beast of Anguish"

Auto with Tama Brieg Arby Meru

Old team info: This boss is immune to Def Break so bring Mercedes instead of Iseria. This boss puts you on a timer, everytime it uses S3 it'll deal 25% of your units' current HP as damage, increasing by 25% each time you use it. It's a bit convoluted but its S3 is basically on a 4 turn cooldown. S1 targets a random enemy, meaning STene is not safe at all like she usually is and ARas won't draw as much aggro as usual. If you don't have Aurius, the S3 into S1 at the start will one shot STene if she gets targeted.

The key to this fight is that everytime you use a non-attack skill, the boss will use its S1. However, everytime it uses S1, it will apply Bleed on itself and for every Bleed on itself, it'll take 15% more damage. You'll need to use non-attack skills to maintain Bleeds on the boss while also having enough healing to not die from the S1s. Tamarinne is a lifesaver here if you have her (or Rod of Amaryllis). Otherwise it's a bit RNG depending on which units get targeted by the S1s.

Veronica - Chapter 4 "Inflection Point"

Auto with Tama, Brieg, Arby, Meru
Video Guide: https://youtu.be/IDlZrlw3SDk?si=fFYR8cu_7P-UC9FZ&t=61

Honestly I thought this stage would be harder… It obliterated my old team which is why I have that massive section down there, but I cleared it easily on auto with all 4 units alive this time. You can see the info below anyways.

There's 3 main methods for clearing this fight:
1) Run a bunch of super tanky units or units with Revive/Immortality to tank the final attack. Mercedes and Arbiter Vildred have a built in Revive which counts as a unit staying alive as well (unless it gets procced before the final hit). This is what my auto

team used, Arby + Meru just revived after the S3 and both Brieg + Tama managed to survive the hit.

2) Kill Veronica within 18 of your unit's turns. You need at least 3 units alive at the end, so I'd recommend running a dual attack comp or a very high DPS comp to burst her down. She can only take 20% of her HP per attack so you can't one shot her. Also she Blinds you at the start of the fight and if you don't Strip her Atk buff, she'll stun your entire team (with 200 Eff) on her 2nd attack.

3) Stall 18 turns then use cleanse and Revive/Skill Nullifier buff. Stripping Veronica's Attack buff is recommended so you don't get Stunned. You'll want to cleanse the Unbuffable so you can put up Skill Nullifier or Revive buff to just tank the S3 damage.

Abigail - Chapter 4 "Thorns"
Auto with Tama, Brieg, Arby, Meru

Old account info: A good amount of this fight revolves around beating up the Dark element dog next to her. At the start of the fight and every 3 turns afterwards, Abigail will inflict an uncleansable debuff on your frontmost unit. You can get rid of this debuff by hitting the dog until it hits 1 hp (it can't truly be killed). Everytime your front unit takes a turn with this debuff on, it won't be able to use anything but S1 and all units will take 12% of this unit's max HP as damage. The dog will cleanse debuffs when it uses S3 though.

Once your ARas is free, start using his S2 Soul Burn as usual to start chipping away at Abigail. When he gets debuffed again, kill the dog to free him. Throughout the fight, Abigail will also inflict Curse on a random unit whenever she takes a turn. Make sure to cleanse this or the damage will quickly add up. She also takes reduced damage from units below 80% HP and gains CR when hit by those units.

Fumyr - Chapter 8 "Renewed Purpose"
Team: AMomo, ARas, Arby, Meru
Video Guide: https://youtu.be/IDlZrlw3SDk?si=aLcsfWTRawdLOzCf&t=204

Fumyr - Chapter 8S "Dreams Regrets, and Truth 3"
Auto with Tama, Brieg, Arby, Meru

I can see people potentially getting stuck or at least dying a few times here though. Your entire team can only use their S1s this fight. You can't do damage to Fumyr, and she technically doesn't do any damage to you, at least not directly. Everytime Fumyr takes a

turn she'll gain a unique effect with the number 4. Hitting her with a crit reduces this number, and this is the entire fight pretty much. Depending on how high the number is, when she attacks, your entire team will take a portion of their max HP as damage. After she uses S3, she'll leave the fight unless your entire team died. So basically, you need to make sure you don't take 100% of your max HP as damage over the course of the fight. For the number values, 4 = 50% max HP, 3 = 25%, 2 = 15%, 1 = 10%, and 0 = 0%. As long as you crit her a couple times each of her turns, you should be fine.

Elvira - Chapter 9 "Elvira"
Team: Tama, Brieg, AMomo, Arby
Video Guide: https://youtu.be/IDlZrIw3SDk?si=bfJ4I4Xbw-eLnbsD&t=515

Revna - Chapter 10 "Final Step"
Auto with Tama, AMomo, Arby, Meru (Arby and Meru skills off)
Video Guide: https://youtu.be/IDlZrIw3SDk?si=anaNp8yLrAPT_Zvg&t=815

Harsetti - Chapter 10 "The End of Absolute Desire"
Team: Tama, Brieg, Iseria, CLorina
Video Guide: https://youtu.be/IDlZrIw3SDk?si=sfAmdKBeyLjfYrVC&t=970

Beast of Anguish - Chapter 10S "Confessed II"
Team: Tama, Brieg, AMomo, Arby
Video Guide: https://youtu.be/IDlZrIw3SDk?si=WVGjvT71GOfIsh4f&t=1246