Ultra Relic Boss Guide



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Brief Introduction

Ultra Relics are equipment which can be obtained from their respective Ultra Giant Bosses, which are harder versions of Giant Bosses in the game such as Oldeus and Degilmagna. These Ultra Relics are unlike regular equipment, where they don't have a limit and can be infinitely refined either by using their respective Refine Stones or duplicates.

While an Ultra Relic Refine Stone is guaranteed to drop every clear, there is a rare chance for a x10 Ultra Relic Refine Stone drop, and an even rarer chance for an Ultra Relic drop.

When refining using an Ultra Relic Refine Stone, there is a chance for an improvement in the Ultra Relic's stats, passive level, or failure. The chance for failure increases the more the Ultra Relic has been refined, becoming more frequent especially at higher refinement levels (300+). As such, it is important to save any duplicate Ultra Relics (not Refine Stones) to be fused after +400 to +500 as a general guideline. This is due to Ultra Relic duplicates having a 100% Success rate and guaranteeing at least +2 when used for Refining.

Currently, there exists 9 Ultra Relic stages in Global, with an additional 5 unreleased Ultra Relic stages that exist in the JP version.

P.S. Do not bother summoning on the Ultra Relic Summon banner as the likelihood of pulling an Ultra Relic from it is extremely low and will be a waste of both Alchemy stones and 5☆ equipment.



Degilmagna - The Crimson King [Ultra]



Mechanics

- 8,700,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- Hellfire Effect: Reflects 2% of DMG taken back and deals 10% of unit's MAX HP every 5s
- Taunt Killer & ~50% Freeze RES throughout the fight
- Rage Mode: Gains 100% CRI rate, Attack Speed, and DMG RES buffs (Can only be cancelled by **Break** or **Freeze**)
- After filling 5 orbs, uses Eruption (MAG) if in Rage Mode, and Fire Breath (MAG) if not in Rage Mode, with the former inflicting a Burn RES debuff
- At the end of every Fire Breath (MAG) Arts, enter back into Rage Mode
- Regular attacks have a chance to inflict:
    - Faint
    - Burn
    - Stackable DMG RES debuff for 25s

Guide

For **Sustain**, it is important to balance dealing enough DMG to clear the stage, whilst healing the DMG lost from the dreaded Hellfire effect. Some strategies to deal with the Hellfire effect include using Units who deal little to no DMG such as **Mako**, **Asirpa** and **Priestess**. You can also use equipment such as Exceed Zechs and Goblin Slayer Dagger with a passive Lifesteal at Low HP passive in order to ensure units with high DPS don't kill themselves from dealing too much DMG. Additionally, units built to counter Hellfire can also be used such as **Mizuki** with her Hellfire RES and Lifesteal passives. Moving on, Freezing Degilmagna out of its Rage Mode is crucial to both dealing proper DMG and staying alive. Freezers such as **Selia**, **Joker Selia**, and **Emilia** are great options for this role. As a side note, **Water Melia** is also a great unit to bring along due to both her Freeze RES debuff and time stop from Arts. As such, as long as you keep Degilmagna out of its Rage Mode and outheal the reflected DMG caused by Hellfire, the fight should be rather straightforward.

For **Nuking**, there are 2 main ways to tackle this, namely Freeze Nuking and Reflect Nuking.

- **Freeze Nuke**: Freezing Degilmagna out of its Rage Mode is imperative. The best unit for this would have to be **Emilia**, having a high chance to inflict Ultimate Freeze and huge Water RES debuffs. Due to Degilmagna's Freeze RES, it would help in terms of consistency to bring along a Freeze RES debuff unit such as **Water Melia** and **Joker Selia**. Due to the Hellfire effect, Lifesteal on units will be needed to allow them to nuke without nuking themselves beforehand. Equipment such as **Exceed Zechs**, **Splendor**, and **Goblin Slayer Dagger** either provide passive or active lifesteal, and are necessary for the nuke.
- **Reflect Nuke**: This strategy involves the use of **Duran** with a **Goblin Slayer Dagger** enchanted with **Lifesteal** at low HP passive. As with other reflect nukes, you would want to buff and debuff the DMG Duran reflects with his True Arts during the boss' Arts. Units recommended for this include **Forte**, **Melty**, **Sonije**, **NYMilim**, etc. Do note that timing is important as Degilmagna doesn't use his Arts instantly, so make sure to save units' Arts and equips when Degilmagna's Arts gauge is filled to 4 orbs.

As a side note, be wary of Degilmagna fainting units out of their Arts/True Arts, which can ruin a run.

Team Examples

<u>Sustain</u>
Hart/Mako | Asirpa | Mizuki/Mizuki12th | Selia/Joker Selia
Hart/Mako | Asirpa/Rimuru | Water Melia | Selia/Joker Selia

<u>Nuke</u>
Emilia | Joker Selia | Santa Rimuru | Summer Juno
Emilia | Aqua Melia | Saitama | NYMilim
Emilia | Aqua Melia | Forte | Simon
Duran | Forte | Sonije | Melty
Mikey | Draken/Forte | Mikey | Rohst

5☆ Ultra Relic "Petraskia"

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active
50s CT - 8000% Fire DMG (MAG). For 15s, increase own ATK by 50%. *600 BREAK.*

Passive
Lv.101 - Increase own MAG DMG by **25.0%**. For first **165.5s** of quest, increase all allies' Fire DMG by **20.0%**.
Lv.201 - Increase own MAG DMG by **33.1%**. For first **226.0s** of quest, increase all allies' Fire DMG by **24.0%**.
Lv.301 - Increase own MAG DMG by **36.8%**. For first **268.1s** of quest, increase all allies' Fire DMG by **25.9%**.

Freydal - Cry of the Azure Roc [Ultra]



Mechanics

- 9,500,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- 200% CRI RES, 100% PHY RES, and ~50% Evasion throughout the fight
- After filling 5 orbs, cycles between 3 different Arts in the following order: **Raging Blizzard → Dart Wing → Raging Blizzard → Blau Vortex**
  - Raging Blizzard (MAG). High chance to inflict Freeze. Drain 100 Arts from Frozen units. Removes all Shields from enemies
  - Dart Wing (MAG).
  - Blau Vortex (MAG).
- After every Arts, inflict a ~75% Skill CT and Equip CT debuff for 30s (Ignores Taunts)
- Regular attacks have a chance to:
  - Inflict Freeze
  - Inflict Stackable DMG RES debuff for 20s
  - Increase own Evasion Rate for 5s

Guide

For **Sustain**, it is necessary to have Freeze RES for the team, especially before the boss' Raging Blizzard (MAG) Arts. This can be achieved by using a dedicated unit such as **Feena**, **Sylphiette**, **Rimuru** or **Ram** to ensure the team doesn't get Frozen. Due to the high CRI RES of the boss, it is not advisable to bring units which increase the team's CRI rate such as Vox as they will be rendered useless. As such, units such as **Daki** or **Anna (SK)** can be considered due to their teamwide DEF Ignore buffs they provide. Since the boss is able to inflict stackable DMG RES debuffs from its regular attacks, a run can be ruined from an unlucky 4 back-to-back DMG RES debuff stacks, followed immediately by the boss' Arts. As such, it is recommended to run competent Healer(s) on the team as Barriers are removed by one of the boss' Arts. Lastly, PHY DPS units are highly unadvised due to the boss' high PHY RES.

For **Nuking**, it is extremely hard to consistently nuke in a single attempt, having both strict **unit** and **equipment** requirements. In short, the main 2 ways to nuke the boss would be to run 300% CRI rate on a Nuke team to bypass the boss' CRI RES, or run a DEF Ignore unit with heavy DPS. As such, it will not be detailed further in this section. However, feel free to check out the Hall of Fame for players who have successfully nuked the boss.

Team Examples

<u>Sustain</u>
Hart | Sakura Miku | Anna (SK) | Ram/Fitoria
Juno | Feena | Mako/Asirpa | Liza
Miranda | Juno | Asirpa | Liza

<u>Nuke</u>
Rudeus | Rudeus/Fitoria | Hao | Anna (SK)
Fitoria | Nui | Melia | Hao
Melia | Nui | Melty | Forte
Dark Marzex | Saitama | NYMilim | Sonije
Aqua Melia | Santa Rimuru | Pheles | Summer Juno
Aqua Melia | Dark Marzex | War Hero Fen | Draken

5☆ Ultra Relic “Zero=Recorder”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active
30s CT - For 10s, increase target's DMG by 30% and increase target's Arts Gauge by 3/s.

Passive
Lv.101 - Every **14.9s**, increase all allies' Arts Gauge by 10. For first **93.7s** of quest, increase own Freeze RES by **15.0%**.
Lv.201 - Every **10.9s**, increase all allies' Arts Gauge by 10. For first **121.9s** of quest, increase own Freeze RES by **19.0%**.
Lv.301 - Every **9.3s**, increase all allies' Arts Gauge by 10. For first **143.1s** of quest, increase own Freeze RES by **20.9%**.

Code: XTF - Fortress of the Machine God [Ultra]



Mechanics

- ➢ 7,500,000 HP
- ➢ 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- ➢ 160% Fire/Water/Earth/Light/Dark RES throughout the fight, reduced with every Break
- ➢ After filling 5 orbs, randomly uses 1 of the following 2 Arts:
  - Exist = Banira (MAG). Gains 100% CRI rate and reduces all DMG taken to 1 for the duration of this Arts
  - Yuri = Banira (MAG). Gains 100% CRI rate and reduces own DMG RES for the duration of this Arts. Furthermore, inflict a permanent stackable DMG RES debuff
- ➢ Regular attacks have a chance to inflict:
  - Paralysis
  - Skill CT debuff for 20s
- ➢ At 0% HP, uses Finis = Makina (MAG) Arts. Gains >100% CRI rate for the duration of this Arts.

Guide

For **Sustain**, there are only 2 main strategies, both having a Non-Elemental DMG DPS such as **Dark Marzex** and **Marzex**, with the former being a better pick.

- ❖ The first strategy would be to use a competent Taunt tank such as **Thetis** or **Miranda** to soak up the boss' intense Arts.
- ❖ The second strategy would be to use an Arts Drain unit such as **Ashe** in order to prevent the boss from using its Arts.

Both strategies require support from competent ArtGen units such as **Juno**, **Hart**, **Mako**, **Asirpa**, **Sylphiette**, etc. Furthermore, runs can be ruined by an unlucky

Paralysis at the worst time. An additional note for Taunt tank strategy, it is crucial to keep track of Magia Drive for Thetis, and proper Defense equip usage. Finally, you manage to finish the boss off, but now you have to deal with its lethal end nuke... The easiest way to deal with this would simply be using **Mako** and timing her Invincibility from **True Arts** with the boss' final nuke!

For **Nuking**, due to the boss' absurdly high **200% Elemental RES**, you will need numerous debuffs to actually deal proper DMG. As such, Nuking requires a lot of setup, especially with regards to stacking debuffs, and although there are other teams which are capable of nuking, this guide will cover the easiest 3 nukes, **Dark**, **Light** and **Earth** nukes.

- **Dark** Nuke: As mentioned earlier, a substantial amount of debuffs will be required. **Chloe** is a great unit for this, not only for the debuffs provided from her True Arts, but also for her 5☆ Defense slot and Revive passive, allowing her to survive the extremely lethal end nuke. As for DPS, **Simon(s) and Mikey(s)** would be the go-to pick due to his powerful Phantom Bullet and nuke-friendly slots. **Forte** is also great for the buffs she provides to Simon, being both Human and Dark, and 100 teamwide Arts. Since equipment can be considered even more important for this boss, useful debuff equipment include **True "Nemesis Crow"/ Luahn's Shady Canopy**, **Kurama's Whip**, **True "Drago La'cryma"**, **True "Shooting Star"**, **Nui's Parasol**, etc.
- **Light** Nuke: Similar to above, substantial debuffs are needed as well. Units such as **NYMilim** and **Saitama** are must-haves due to their debuffs and DMG respectively. Since equipment can be considered even more important for this boss, useful debuff equipment include **True "Cantabile"**, **Shalltear's Parasol**, **Kurama's Whip**, **True "Drago La'cryma"**, **True "Shooting Star"**, etc.
- **Earth** Nuke: Similar to above, substantial debuffs are needed as well. Units such as **War Hero Fen** and **Forte** are essential due to both their teamwide Arts UP passives stacking. Since equipment can be considered even more important for this boss, useful debuff equipment include **True "Viperra"**, **Kurama's Whip**, **True "Drago La'cryma"**, **True "Shooting Star"**, etc.

Team Examples

<u>Sustain</u>
Ashe/Thetis | Hart/Asirpa/Emperor (2P position) | Dark Marzex | Mako
Liza | Ashe | Juno | Mako
Erza | Hart | Draken | Mako

<u>Nuke</u>
Mikey/Simon | Chloe | Simon | Forte
War Hero Fen/Mikey/Simon | Draken | Chloe | Forte
Mikey | Mikey | Draken | Forte/Melty
Simon | Chloe | Ashe | Forte
Saitama | NYMilim | Sonije | Dark Celia/Draken/Melty

5☆ Ultra Relic “Eraser Bit”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active
30s CT - 5300% Non-Elemental DMG (MAG). For 10s, increase own ATK & DMG by 30%. If this equipment is used for the first time, increase all Allies' Arts gauge by 30. *300 BREAK.*

Passive
Lv.101 - Increase own Skill CT REC by **10.0%**. For first **20.7s** of quest, increase all allies' MAG DMG by **27.7%**.
Lv.201 - Increase own Skill CT REC by **12.0%**. For first **31.1s** of quest, increase all allies' MAG DMG by **40.0%**.
Lv.301 - Increase own Skill CT REC by **12.9%**. For first **41.4s** of quest, increase all allies' MAG DMG by **47.5%**.

Tonetaurus - Clashing Thunder of the Emerald Bird [Ultra]



Mechanics

- 28,000,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- Water Killer, Fire Weakness throughout the fight with each Break lowering its Fire RES
- Periodically spawns Mel-Vaala's, which are invulnerable to MAG DMG and have a chance to inflict a 20% HP Recovery debuff for 10s
- Periodically deals a **fixed 90%** of a random enemy's current HP when Red text appears (*'Winds tear mercilessly into armor and flesh'*)
- After filling 5 orbs, cycles between 3 Arts in the following order: **Chonusubrante → Neposufortuna → Chonusubrente → Ptera Bolt**
    - Chonusubrante (MAG). Becomes invulnerable for a few seconds and gain a stackable DMG buff for 180s
    - Neposufortuna (MAG). Gain an Evasion buff for 20s
    - Ptera Bolt (MAG). Removes all Shields
- Regular attacks have a chance to inflict a DMG RES debuff for 15s

Guide

For **Sustain**, honestly don't bother. It is infinitely easier to get a carry from a well-equipped Milim, which can solo nuke the boss, covered in more detail below. However, if you do want the challenge, you will need a substantial amount of Heals and DMG RES. Units such as **Asirpa**, **Sanstone** and **Vermilia** are great for the role. Due to the random fixed 90% HP consumed, it is crucial to outheal the DMG dealt before the weakened unit gets taken out by the boss' regular attacks. All in all, a very annoying fight, just nuke it instead and save yourself the trouble...

For **Nuking**, there are a variety of strategies which will be detailed below involving the 2 Reflect units **Milim** and **Duran**.

- **Milim** Nuke: The easiest nuke due to the boss' Fire Weakness and huge nuke at the beginning of the fight. For Milim nukes, Milim either has to have a **Goblin Slayer Dagger with a Lifesteal passive**, **Exceed Zechs**, or have enough **DMG RES** to survive the boss' initial nuke. In fact, Milim is strong enough to nuke the boss by herself with **True "Fomalhaut"**, **True "Ex Gate"**, and **Goblin Slayer Dagger**. With 4 units, it is even easier. To perform the nuke, make sure to time Milm's Arts right as Tonetaurus vanishes. Keep in mind that using Milim's Arts too early might lead to her not reflecting 100% of Tonetaurus' DMG so do not rush.
- **Duran** Nuke: Although requiring more support as compared to Milim, Duran nukes are still relatively easy to pull off as well. For Duran nukes, Duran either has to have a **Goblin Slayer Dagger with a Lifesteal passive** or have enough **DMG RES** to survive the boss' initial nuke. As Duran's reflected DMG is **Light (PHY)**, make sure to bring buffers/debuffers for those types of DMG. Unlike Milim, Duran will also need to use his True Arts. However, as his reflect duration is a whole 10s, the timing is less strict *(Do note that Duran's reflect will not be active immediately after his True Arts is used, so do not use it right as Tonetaurus nukes)*. If you are going down the DMG RES route, a combination of **Eldrange** and **Viper** should be able to allow Duran to reflect the entirety of the boss' DMG without dying too early.

Team Examples

Sustain
Berwick | Asirpa | Mako/Hart | Sanstone
Berwick | Sword Berwick | Vermilia | Sanstone

Nuke
Priscilla | Hao | Fire Roy/Yoh | Forte
Mikey | Simon/Mikey | Forte | Draken
War Hero Fen | Forte | Draken | Hart/Cestina
Milim* | Forte/Sonije/Dark Fen/Lione/Shadie | Flex | Flex
Duran* | Forte/Sonije/Dark Fen | Aluze/Priscilla/High Elf Archer/Luahn/Mikey
** Basically Duran + 200 Arts for his True Arts, CRI buff, and sufficient debuffs/buffs **OR** Milim + 100 Arts for her Arts, CRI buff, and sufficient debuffs/buffs*

5☆ Ultra Relic "Pteraturus"

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active
30s CT - For 10s, increase all allies' DEF by 50% & DMG RES by 20%.

Passive
Lv.101 - For first **88.0s** of quest, negate all Allies' DMG for a total of **3451** & increase all Allies' CRI RES by **23.7%**.
Lv.201 - For first **110.9s** of quest, negate all Allies' DMG for a total of **5500** & increase all Allies' CRI RES by **34.2%**.
Lv.301 - For first **128.7s** of quest, negate all Allies' DMG for a total of **6756** & increase all Allies' CRI RES by **40.3%**.

Oldeus - Shrine of Remembrance [Ultra]



Mechanics

- 14,500,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- Dark RES & Light Killer throughout the fight
- Ignores all Shields
- Gains 100% CRI rate against Cursed enemies
- After filling 5 orbs, alternates between the following 2 Arts:
  - Skeletal Soul (MAG). Drain 200 Arts from Cursed enemies
  - Sengoku Resonance (MAG). Inflict a stackable Curse RES debuff for 180s
- Regular attacks have a chance to inflict:
  - Curse
  - Faint

Guide

For **Sustain**, it's a rather straightforward fight as long as you know the mechanics. Due to its Dark RES and Light Killer, it's advised to not use Dark/Light units for sustaining the fight. As Oldeus ignores all shields, do not bring a Taunt tank as well as it will be rendered obsolete. As such, a team of decent DPS and Heals would be the easiest way to clear it. Some recommended DPS for this stage include **Vox**, **Joker Selia**, and **Hao**. Furthermore, it is extremely crucial to keep units cleansed from Curse due to the boss gaining CRI against Cursed enemies and the threat of losing Arts from the boss' Skeletal Soul (MAG) Arts. Due to the stackable Curse RES debuffs the boss is capable of inflicting, running a dedicated Cleanser such as **Aristela** or **Rimuru** would be the safest option. As a side note, be wary of Oldeus fainting units out of their Arts/True Arts, which can ruin a run.

For **Nuking**, there are a variety of teams capable of nuking the boss, not taking into account the randomness of Faint which can ruin the nuke. However, the most common nuke for the stage would be Mono-Light. Although Oldeus has Light Killer, it is not a problem as long as Oldeus does not survive long enough to use his Arts. If having trouble staying alive through Oldeus' regular attacks, Defense equipment such as **Jack-O-Sherum Cape** and other Dark DMG RES equips can be used on **Saitama**. Typical for Mono-Light nukes, **NYMilim**, **Forte**, and **Sonije** are great supports for the baldie known as Saitama. Similarly, be wary of Oldeus fainting units out of their Arts/True Arts, which can ruin a run (Restart the run if necessary).

Team Examples

<u>Sustain</u>
Vox | Aristela | Weaver/Diaz/Santa Rimuru/Fitoria/Hart | Rosetta
Hart | Aristela | Fitoria/Hao/Summer Cestina | Cestina/Mako/Sakura Miku
Hart | Hao | Yoh | Aristela/Rimuru

<u>Nuke</u>
War Hero Fen | Forte | Hart/Mizuki the Twelfth | Cestina/Draken
NYMilim | Saitama | Draken/Forte/Aluze/Weaver | Sonije
NYMilim | Sonije | Emperor (3p spot) | Saitama/Cestina/Erza
Priscilla | Hao | Fire Roy | Forte/Hao
Summer Cestina | Cestina/Priscilla | Draken | Sonije/Lione

5☆ Ultra Relic “Empty Heart”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active

60s CT - For 20s, heal all allies' HP by 3%/s and increase all allies' Arts gauge by 1/s.

Passive

Lv.101 - At start of quest, increase own Arts gauge by **15**. For first **122.7s** of quest, increase own Heal amount by **28.1**%.
Lv.201 - At start of quest, increase own Arts gauge by **20**. For first **179.6s** of quest, increase own Heal amount by **43.3**%.
Lv.301 - At start of quest, increase own Arts gauge by **23**. For first **227.0s** of quest, increase own Heal amount by **54.9**%.

Elpneumas - The Green Strikes Back [Ultra]



Mechanics

- 7,500,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- Negates Water DMG & has Break RES throughout the fight
- Extremely High DMG RES, removed after Break
- Periodically, burrows into ground and pops back up, inflicting a long-lasting and potent Blind. Drain 100 Arts from enemies Blinded by this.
- After filling 5 orbs, alternates between the following 2 Arts:
    - Gale Breath (MAG). Inflicts a permanent stackable Status RES debuff
    - Gaia Grief (MAG). Gains a permanent stackable ATK and DMG buff
- Regular attacks have a chance to inflict:
    - Potent Blind
    - DMG RES debuff
    - Faint

Guide

For **Sustain**, the general strategy would be to build around a Taunt tank such as **Gerald** and a Breaker capable of inflicting Break RES debuffs such as **Chloe (Fate)**, **Strength**, **Platina**, **Terrible Tornado**, **Wargul**, etc. As Elpneumas' buffs and debuffs are permanent and stackable, try not to stall the fight for too long as it will be tougher to survive the longer it drags on. To start dealing DMG to Elpneumas, you will inevitably have to Break him. As such, bringing along Break equipment such as **True "Knight's Glow"**, **Duke the Legendary**, **Bakuzan**, etc. would be helpful in expediting this process. After the first break, you will be able to deal damage to Elpneumas, even after the Break wears off. Elpneumas' Burrow attack is also rather hard-hitting, so be prepared to deal with it. High uptime Defense equipment such as **Viper**, **Radoel**, **True "Flambardo"**, **True "Adamas Gear"** are therefore recommended.

For **Nuking**, it is extremely difficult to Break Elpneumas' Break Bar due to its Break RES passive. As such, nuke comps will not be detailed here. You may view the in-game leaderboards for some ideas, where it is usually done with Chloe (Fate).

Team Examples

<u>Sustain</u>
Cestina/Berwick/Hao | Gerald/Celia/Naofumi/Miranda | Platina/Wargul/Terrible Tornado/Fosly | Dark Celia
Strength | Mako | Hart | Miranda/Gerald

<u>Nuke</u>
Refer to the in-game leaderboards

5☆ Ultra Relic “Benomopis”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active

25s CT - 3700% Earth DMG (PHY). For 6s, Increase own DMG by 20%. *200 BREAK.*

Passive

Lv.101 - Increase own Poison RES by **27.5%**. For **165.5s** after start of quest, increase all Allies' Earth DMG by **28.5%**.
Lv.201 - Increase own Poison RES by **36.7%**. For **226.0s** after start of quest, increase all Allies' Earth DMG by **35.2%**.
Lv.301 - Increase own Poison RES by **40.7%**. For **268.1s** after start of quest, increase all Allies' Earth DMG by **38.2%**.

Radachne - Sanctuary of the Divine Princess [Ultra]



Mechanics

- 12,000,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- Starts with ~50% CRI RES & Dark Killer throughout the fight
- Every 20s that passes, gains a permanent stackable CRI buff (Fight begins with 2 CRI buff stacks)
- After filling 5 orbs, alternates between the following 2 Arts:
    - Fallen Light (MAG). Inflicts a permanent stackable ~30% Accuracy debuff
    - Heaven's Shadow Needle "Rinne" (MAG). Inflicts a permanent stackable DMG RES debuff

Guide

For **Sustain**, it is a relatively straightforward fight with fewer mechanics than other Ultra Relic bosses. Due to Radachne's Dark Killer, unless you are running a Taunt tank, don't bother running Dark units as they will take considerably more DMG. Do note that not running a Taunt tank will present many issues. These include the permanent stackable DMG RES and Accuracy debuffs that will be applied to the whole team the longer the fight drags on. With that said, the fight will inevitably get tougher the longer it drags on for. The general strategy would be to run a competent Taunt tank such as **Miranda** or **Thetis**, a DPS, and 2 ArtGen units. Defense equipment geared towards Light RES/MAG RES will perform better here such as **Erial**, **Michael**, **Olgrio**, etc.

For **Nuking**, Light/Dark nukes aren't the only nukes capable of beating the boss in a single round, but they are definitely the easiest to pull off. As usual, Light nuke mainly consists of building around **Saitama** and **NYMilim**, while Dark nuke mainly consists of building around **Simon**, **Forte**, and **Chloe**. However, do note that due to Radachne's Dark Killer, the use of potent DEF equipment is advised to prevent Dark units from dying too early in the nuke. These include **Ultra Relic "Pteraturus"**, **Celia's Seashore Pareo**, **E-Field**, **Rayas' Sunny Aloha Shirt**, **Olgrio**, etc. **Ultra Relic "Pteraturus"** in particular has passive CRI RES, which at a high enough level, can counter Radachne's CRI rate against Dark units (which usually kill due to her Dark Killer passive).

Team Examples

<u>Sustain</u>
Miranda | Emperor (2P Position) | Fire Orvell | Mako/Lucy/Asirpa/Priestess
Miranda/Thetis | Juno/Emperor (2P position) | Liza |
Hiei/Hao/Veronica/Mako/Lucy
Hart | War Hero Fen | Shirou | Flex

<u>Nuke</u>
Simon | Cestina/Dark Fen/Nui | Forte | Chloe
Saitama | Cestina | Sonije | NYMilim
Summer Cestina | Cestina | Draken | Sonije
War Hero Fen | Forte | Draken/Hart/Sonije | Chloe/Mikey/Cestina
Chloe | Mikey | Mikey/Simon | Forte

5☆ Ultra Relic “Bleak Prophet”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active

55s CT - 10000% Light DMG (PHY). Increase own Arts gauge by 30. *1000 BREAK.*

Passive

Lv.101 - Increase own PHY DMG by **25.0%**. For **165.5s** after start of quest, increase all Allies' Light DMG by **20.0%**.
Lv.201 - Increase own PHY DMG by **33.1%**. For **226.0s** after start of quest, increase all Allies' Light DMG by **24.0%**.
Lv.301 - Increase own PHY DMG by **36.8%**. For **268.1s** after start of quest, increase all Allies' Light DMG by **25.9%**.

Geo Zagnus - Frozen Calamity in the North [Ultra]



Mechanics

- 29,000,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- 20% Poison RES, 50% Blind RES, 60% Burn RES throughout the fight
- 300% Seal + Paralysis + Freeze + Faint RES throughout the fight
- Spawns Zoldes and Olgeth at the start of the Quest, the former having CRI RES and MAG RES and the latter having CRI RES and PHY RES:
    - Zoldes Arts: Inflicts a permanent stackable ATK debuff
    - Olgeth Arts: Inflicts a permanent stackable Accuracy debuff
- Increases own DMG taken significantly during Status Ailment
- Periodically Faints the unit with the highest HP, reducing its Arts gauge by 200
- After a period of time, pulls out Hammer and enters Rage Mode. A visible bar will show up which can only be damaged by CRI DMG. When the bar hits 0%, Geo Zagnus will exit out of Rage Mode and be Fainted
- After filling 5 orbs, uses Jump Attack (PHY) Arts: Gain a permanent DMG buff and Chance to inflict Freeze
- Regular attacks have a chance to inflict:
    - Stackable DMG RES debuff for 20s
    - Poison
    - Faint (only during Rage Mode?)

Guide

For **Sustain**, bring along a Poison unit as it's the easiest ailment to consistently inflict onto Geo Zagnus. Besides that, make sure your team has enough CRI damage to break Geo Zagnus out of his Rage Mode. As expected, the longer you stall the fight, the more difficult it will inevitably become with its numerous stackable buffs and debuffs.

For **Nuking**, run your usual nuke with a Poison/Blind/Burn equip, with Poison being easier to inflict than Blind and Burn. Do note that a good amount of damage is required to nuke this boss, so a well-developed unit and equipment box may be necessary.

Team Examples

<u>Sustain</u>
Hart | Mako | War Hero Fen | Pola/Keit/Aesis/Groitz
Refer to in-game recent clears for more variatons

<u>Nuke</u>
War Hero Fen | Draken | Forte | Gray/Melty/War Hero Fen/Narberal
War Hero Fen | Draken | Mizuki the Twelfth | Charlotte/Gray

5☆ Ultra Relic “Bracchium”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active

50s CT - Increase all allies' Arts gauge by 10. For 10s, heal all allies’ HP by 700.

Passive

Lv.101 - For **113.7s** after start of quest, increase all allies' PHY DMG by **13%** and HP Recovery by **18%**.
Lv.201 - For **161.9s** after start of quest, increase all allies' PHY DMG by **17%** and HP Recovery by **22%**.
Lv.301 - For **203.1s** after start of quest, increase all allies' PHY DMG by **18.9%** and HP Recovery by **23.9%**.

Valzandeth - Caverns of Dark [Ultra]



Mechanics

- 27,000,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- 20% Poison + Burn RES throughout the fight
- 300% Blind + Seal + Paralysis + Faint + Freeze RES throughout the fight
- Passive 200% CRI RES and Human Killer
- Spawns Gronus and Phonos at the start of the Quest, with the former having Fire RES and the latter having Light RES
- After filling 5 orbs, randomly uses the following 2 Arts:
    - Shadow Lightning Stance (MAG). Spawns an orange Bar for the duration of its charging. If Bar is not depleted fully before 5 orbs are charged again, uses Shadow Lightning (MAG), gaining a permanent DMG buff and inflicting a permanent stackable DMG RES debuff. Deals more DMG based on remaining Bar Health left (not Boss Health)
    - Roar of Ruin (MAG). Deals a fixed 50% of unit's Max HP worth of DMG and inflicts a permanent stackable Status RES debuff. Spawns 3 random mobs (Gronus/Phonos) afterwards
- Regular attacks have a chance to inflict Paralysis

Guide

For **Sustain**, due to Valzandeth's potent Human Killer passive, you want to avoid bringing any Humans as they will instantly die from even the normal attacks. Moreover, bring along a DEF Ignore unit as you will be unable to deal consistent CRI DMG due to Valzandeth's high CRI RES. Due to the numerous Status RES debuffs you will get throughout the fight, you will also want to bring along a non-Human Status Cleanse unit. Furthermore, you want to ensure your team is capable of at least dealing decent damage as not dealing enough damage to Shadow Lightning Stance's Bar will end in a team wipe. All in all, it will be a DPS race as the longer you stall the fight, the more debuffs your team will end up receiving and the stronger the boss will become.

For **Nuking**, it's a just matter of dealing enough damage with Non-Human units. It is, however, still possible to run a Human nuke as long as you run a Time Stop unit such as Water Melia and nuke fast enough before Valzandeth has a chance to attack.

Team Examples

<u>Sustain</u>
Victoire | Juno | Liza | Feena
Shalltear/Rimuru | Narberal | Ainz | Albedo/Juno
Shalltear | Sylphiette | Liza | Juno
Refer to in-game recent clears for more variatons

<u>Nuke</u>
Shalltear | Shalltear | NYMilim | Narberal
War Hero Fen | Draken | Dark Marzex | Water Melia

5☆ Ultra Relic “Skeletooth”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active

50s CT - Increase target's Arts Gauge by 10. For 20s, increase target's PHY RES by 20%.

Passive

Lv.101 - For **122.7s** after start of quest, increase all allies' Status RES (Except Faint) by **20%** and all allies Heal for **12.5%** of DMG taken.
Lv.201 - For **179.6s** after start of quest, increase all allies' Status RES (Except Faint) by **24%** and all allies Heal for **15.5%** of DMG taken.
Lv.301 - For **227s** after start of quest, increase all allies' Status RES (Except Faint) by **25.9%** and all allies Heal for **16.9%** of DMG taken.

Flogassa - Crimson Flames of the Phoenix [Ultra]



Mechanics

- 35,000,000 HP
- 5 Minute Limit: Run will end in a Failure if in-game timer exceeds 5 mins
- 100% Poison + Blind RES throughout the fight
- 200% Burn + Disease + Seal + Paralysis + Faint + Freeze RES throughout the fight
- Unique Ultra Relic stage with 2 pre-boss waves:
    - 1st Wave (2 Grovoggs): Takes increased DMG & BE dropped whilst Poisoned
    - 2nd Wave (2 Cyclops): Takes increased DMG & BE dropped whilst Diseased

      These mobs don't do much without the boss and just take a while to kill without the respective ailments applied, although they can be brute-forced
- Boss has Barrier Negation throughout the fight, and will gain DMG & Evasion rate based on the number of Grovoggs/Cyclops alive
- After filling 5 orbs, alternates between the following 2 Arts:
    - Fire Tornado (MAG). Spawns mobs and inflicts a DMG-over-time debuff
    - Flame Feather (PHY). Deals moderate DMG and spawns mobs
- During thresholds, uses Dive Attack (PHY). Deals moderate DMG and become invulnerable for duration of Arts (Only used during thresholds)
- Regular attacks have a chance to inflict DMG RES debuff for 20s and inflict Burn
- At 70% & 40% HP, uses Dive Attack (PHY), permanently gains a DMG buff and increased Arts refill rate, and spawns more Grovoggs/Cyclops
- At 20% HP, uses Dive Attack (PHY), permanently gains a DMG and PHY RES buff, and spawns more Grovoggs/Cyclops

Guide

For **Sustain**, due to Flogassa's passive Barrier negation, taunt tanks or barrier units won't help much. You would instead want to bring some form(s) of DMG RES in equips and/or units. Heals might also be helpful with Flogassa being able to occasionally Burn and inflict DMG-over-time debuffs. Other than that, it's a pretty straight-forward fight, avoiding letting the mobs build up over time and healing/mitigating your way through the fight.

For **Nuking**, tough luck but due to the 3 unskippable thresholds and 2 pre-boss waves, don't expect any fast runs. Although bringing some form of Poison/Disease for the mobs will help speed things up, it's often easier to just brute-force through them with sheer DMG, Jay/SMiyu/Saito/Okarun being ideal picks for them.

Team Examples

<u>Sustain</u>
DMG Mitigation | Heal/ArtsGen | ArtsGen | DPS
Refer to in-game recent clears for more variatons, not a very hard boss

<u>Nuke</u>
UPRoy | Okarun | Okarun/SMiyu | Hero Saitama/Houka
Fern/Jay | Beta/Touma | Houka | Summer Juno/Jay/Buffer
There are many variations since it isn't a hard boss, just unnecessarily slow

5☆ Ultra Relic “Skeletooth”

*Note: **Active** abilities do not scale with refinement level, while **Passive** abilities scale logarithmically.*



Active

50s CT - Increase target's Arts Gauge by 10. For 20s, increase target's PHY RES by 20%.

Passive

Lv.101 - For **122.7s** after start of quest, increase all allies' Status RES (Except Faint) by **20%** and all allies Heal for **12.5%** of DMG taken.
Lv.201 - For **179.6s** after start of quest, increase all allies' Status RES (Except Faint) by **24%** and all allies Heal for **15.5%** of DMG taken.
Lv.301 - For **227s** after start of quest, increase all allies' Status RES (Except Faint) by **25.9%** and all allies Heal for **16.9%** of DMG taken.