

Teambuild

HP+ Badge Everything SLv Max

SR Freyja (lvl 110): [Leader Change Resist](#), [2 SDR](#) / [SB+ SA](#)

(Ney's earring - SB & rows) [Can be another Zela's hat](#)

SR Susanoo (lvl 120): [Damage Limit Break](#) / [VDP SA](#)

(Wild boar headgear - Dmg & Att absorb void) [*Useful on F6 and F13](#)

Selica (lvl 120): [Damage Limit Break](#) / [VDP SA](#)

(Red Shelling ford card - 4T delay) [*Useful on 1st floor, stall again if necessary](#)

Jurond: [Poison Surge Resist](#)

(Zela's hat - rows) [*Useful on boss floor\(refer below\)](#)

Alynna: [2 SDR](#), [Jammer Surge Resist](#)

(Aljae's staff - wood enhance)

Nautilus: [6 SDR](#)

(Zela's hat - rows)

Dungeon details:

[Shura3v2 \(1\).pdf - Google Drive](#)

Tips

- All monsters hit like a truck, must activate shield every single turn.
- Matching 4 hearts heals a lot.
- Matching 10 wood orbs at the edge gives 2 extra combos.
Example : ○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○
- Use Jurond and Freyja for haste in extreme situations.
- Feel free to pop Naut and Selica if you are gonna pop Jurond next turn.
- You can tank up to 360k dmg with only Freyja's shield which costs only 5 woods.
- 10c and rows are **EXTREMELY** important for power.
 - 2 rows + 10c + buff
= dmg cap for all except Nautilus & Freyja
 - 1 row + VDP + 10c + buff
= dmg cap for all except Freyja
 - (row + VDP) 7 to 12 hearts in wood-heart bicolor board is able to reach 10c with the help of combo orbs awakening

10c bicolor (Jurond + Nautilus combo)

6 hearts (w/o VDP) :

○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

12 hearts :

○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

7 hearts :

○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

8 hearts :

○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

9 hearts :

○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

10 hearts :

○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

11 hearts :

○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

F1

- Transform Jurock, pop Freyja, transform Nautilus & delay
- Kill water wood light rabbit before their turns
- Kill the remainings when Nautilus is ready without using Selica
- *Instant game over if purple rabbit is left alone*

F2

- T1 Transform Nautilus and use Selica
- T2 Transform Alynna (hence the auto-healing can cover RCV debuff)
- Kill ASAP

F3

- Kill in 2-3 turns without using Alynna
- Use Selica first, save Nautilus till the end so heart orb won't flood the board
- Match 10 orbs for extra combo
- Quit if Dryad absorb wood att

F4

- Use Jurond then Alynna
- Set the roulettes in your favour before using Alynna
- Kill in 2-3 turns

F5

- Pop Nautilus to remove atk debuff and kill the water carbuncle
- Stall here for delay (optional)
- Make sure Alynna is up before proceeding

F6

- T1 - Alynna
- T2 - Nautilus
- T3 - Dmg absorb void
- T4 - Kill with Nautilus

F7

- 1 row of wood is enough

F8 (can be delayed)

Minerva

- Kill with row and VDP @ around 35% HP

Parvati

- Use Freyja or Delay to remove RCV debuff
- (If not delayed) Kill with row and VDP @ around 60% HP
- (If not delayed) DO NOT get her below 50% else she would void RCV again

F9

Yomi

- Stall away the Blind surge if possible and kill
- Execute @ 20%
- Execute @ T4 if hp >50%

Andromeda

- Kill in 2 turns
- Can be killed with 1row + 10c + buff
- Don't match a row if you can't take her down, <50% she turns full board to poison
- Leave no poison or jammer orb before proceeding else Ameno would execute

F10

Ameno

- Kill in 2 turns
- Can be one shot with 2 rows + 10c + buff

Baldin

- Kill in 10 turns

Make sure Susano is up in case Grandis shows up next floor

F11

Gremory

- Use Freyja if RCV debuff
- 1 row + VDP + 10c + buff can one shot
- Execute @ 15%

Ilm

- Kill with 2 rows around 30%

Grandis

- Shield with Susano and kill with 4x Nautilus's FUA
- Can be delayed after 1T

If possible, have Jurond ready in case Senri shows up next floor

F12

Fenrir

- Kill before 14%

Metatron

- Make sure to not over match wood orbs when Selica is off cooldown because she might lock all orbs
- Execute @ 10%

Senri

- FULL board to fire preemptively
- Execute @ 7%

Albrecht

- Execute @ 9%

F13

Raphael

- Must one-shot
- Possible to tank with Zela's hat

Gorfeis

- High def
- Can be delayed after 2T
- Try to stall for Jurond
- Kill with 2 rows before Att absorb ends

Gorkhaos

- High def
- Can be delayed after 2T
- Att absorb void or Delay
- Kill with 2 rows before Att absorb ends

F14

Kyozansai

- No execute %
- When 50% hp, use Alynna to remove unmatchable debuff
- Must kill in 10T
- Hit at least 6 bil each turn in order to finish him before 10T
- Full team cap dmg only deduct $\frac{1}{4}$ HP

Ryuunsai

- No execute %, still do after 15 turns
- When 50% hp, use Alynna to remove unmatchable debuff
- Must kill in 10T

F15

Hexazeon

- Stall and use Zela's hat right before HP drops below 50% (use Susano instead if unavailable)
- Alynna might be needed for clearing awakening bind when boss HP <50%
- Execute @ 2%