

Normal Mode

Azmakalis of Cycle Guide

Written by Moriyaism

These days it's trivial to clear Normal Mode due to the free gear and free units we get. I'll be using 7 units on free gear for clearing these bosses. We could get away with using 5 if we really wanted to, but these units are all free or easy to get, and worth building anyways.

The Skills section has been greatly condensed since for Normal Mode you honestly don't need to know exactly what the skills do, just the basics. The Strategy section will detail exactly how to kill each boss using the recommended teams with video examples as well.

Video version of this guide (soontm)

Why do people keep saying Hell Raid?

Prior to the Labyrinth revamp on 10/27/22, Azmakalis of Cycle was referred to as just "Raid" and had both a Normal and Hell difficulty. The Normal difficulty has since been retired and the old Hell Difficulty has become the current Normal Mode. Technically it's still called Raid Labyrinth, but I avoid calling it that now so people don't get mixed up. It's a bit confusing, blame SmileGate. Just know that "Normal Mode" and "Hell Raid" refer to the same thing.

Who is this guide for?

This guide is targeted at newer players since veterans should have moved on to Nightmare Mode at this point. Normal Mode will also be treated as a stepping stone to reach Nightmare Mode so it will be heavily focused on clearing it with easily acquired units that have usage elsewhere. If anyone doesn't feel like doing Nightmare Mode, feel free to use this guide as well.

How do I unlock Azmakalis of Cycle?

You can unlock Azmakalis of Cycle by killing Queen Azumashik in Royal Capital Azmakalis. You'll need to kill Devourer Arahakan first before the path to Queen unlocks as well. Royal Capital Azmakalis is unlocked when you reach rank 60.

When should I try Nightmare Mode?

Whenever you unlock it. Some of the bosses are easily clearable with free or easy to acquire units. If you can't clear the boss in Nightmare Mode, you can just come back to clear it in Normal Mode. You can unlock Nightmare Mode by killing Queen Azumashik in Normal Mode. Here is a link to the [Nightmare Mode Guide](#). Nightmare Mode offers much better rewards than Normal Mode so it's worth giving it a try whenever you can.

Why should I do Azmakalis of Cycle?

Azmakalis of Cycle is a good source of Galaxy bookmarks, Epic Artifact charms and level 88 gear. Each boss drops 1 Galaxy Bookmark or 1 Epic Artifact charm when killed as well as one level 88 gear. The gear can be one of 3 sets depending on the boss, with set mainstats but randomized substats. These can be very hit or miss, but the bosses also drop Badges which can be used to purchase very good gear (explained further below).

Should I bother killing the Elite mobs?

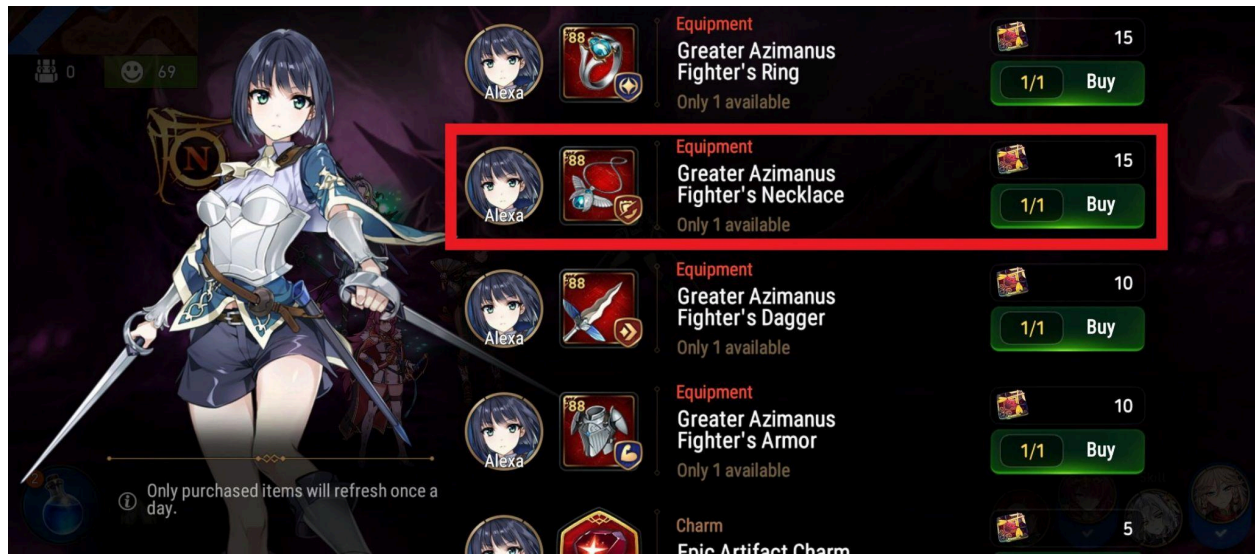
Yes. The Elite mobs also have a chance to drop a Galaxy Bookmark and a very small chance to drop a level 88 ring. The ring is Def Set with randomized main stat and substats. If you hate Lab and don't find the Elite rewards worth it, then just teleport to the boss, kill it and leave.

How often does Azimakalis of Cycle reset?

First day of each month. Note that the Labyrinth will close on the last day of the month a few hours before reset, so make sure you do your clears before that happens.

What do I do with the "Queen's Guard Badge"?

Once you collect enough of them, you will have the option to buy 4 different pieces of gear. The Sword and Chest cost 10 Badges while the Necklace and Ring cost 15 Badges. It's generally recommended to buy the Necklace since it's much harder to get right-side gear.



How many runs do I need to kill all 5 bosses?

You can only kill one boss per entry, thus forcing you to do 5 separate runs. Once one Boss is killed, the others become unavailable until you exit Normal Mode and re-enter.

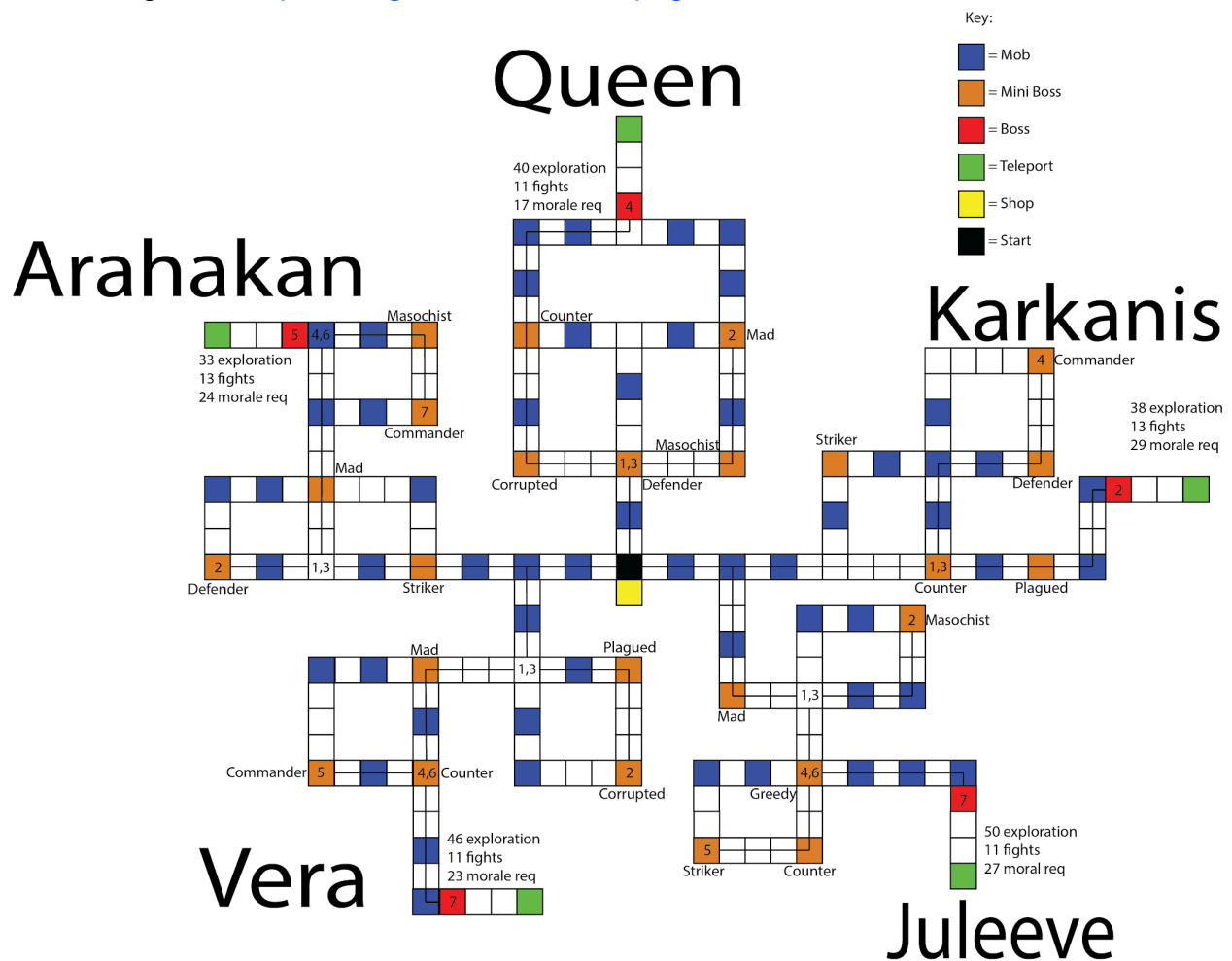


Normal Mode Map

(i need to update this and remove the morale stuff, the map itself is correct for mob positions though)

For your first run on each Boss, you cannot use the teleport location. You have to walk to the bosses and kill them before you can unlock the teleports. Some bosses you might want to consider walking there anyway so you can get souls for the fight. Since there's no entry cost, you can just exit via portal whenever you want. This means you can kill the boss and exit via portal, then come back and kill the Elites later. Or if you're losing units to the annoying Elites, you can exit via portal after killing it to remove it from your path to the boss.

Link for high res: <https://i.imgur.com/EI79JQ1.png>



Units

This guide will only use 7 units. As mentioned earlier, these units are all usable in other areas of the game and can be easily acquired. I'll list out how to acquire said units, their role in Normal Cycle, other content they can be used in, and how to build them below. Normal Cycle isn't very hard so don't worry about minmaxing your builds. So long as you're building the right stats overall you'll be fine. You'll also want to take note of their nicknames since I use them in the rest of the guide. SC is short for Specialty Change. Here is a link to the [Specialty Change Guide](#) since a few of these units are SC units.



Tamarinne (Tama)

Tama is available for free in Connections. She provides massive AoE healing, Atk buff, CR push, strip and a full cleanse. However, everything except for the healing is tied to a very long cooldown. She functions as an upgrade over AMomo for a couple of bosses due to her insane utility, but she has much less consistent cleansing as a tradeoff.

Tama is also used in Abyss, Nightmare Queen, Fire Expedition, Earth Expedition, Ice Expedition, and Dark Expedition.

You can just give her the free gear you get from Path of Heir for completing her Connection. Her main priority is Speed then HP and ideally Eff+EffRes. Ideally on Spd + HP/Res/Eff set, but triple HP set with Spd main stat boots works as a starter build. It's recommended to give her some Eff so she can strip buffs with her S1 after using S3. For Normal Cycle you only need 55 Eff, but Hunt requires 65 Eff, Exped requires 85 Eff, and Nightmare Cycle requires 105 Eff. 100 EffRes is also recommended but there's a workaround if you can't do this (mentioned in the Queen Azumashik section). 100 EffRes will also cover Dark Exped and Nightmare Cycle.

Free Gear: <https://i.imgur.com/uNMwa9C.jpg>

All PvE content: <https://i.imgur.com/BpV4SIF.png>



Adventurer Ras (ARas)

ARas is the SC of Ras. Ras is given for free at the start of the game. Clear Episode 2 Chapter 10 to start his SC.

His S2 is extremely strong, with a 85% chance to Def Break for 1 turn and a dual attack from the highest attack ally, but most importantly you can spam it every turn if you use his Soul Burn. He acts as the primary Def Breaker but with the Dual Attack spam you can kill some of the bosses without landing a Def Break. The Barrier rune in his Skill Tree, his Def buff on S3, and the Aurius artifact are nice for keeping your DPS alive. He has a chance to strip on his S1 as well.

ARas is also used in PvP, Abyss, Nightmare Arahakan/Vera, and Earth Expedition.

For his gear you can just give him the +15 HP sets from Path of Heir. Eventually we'll want to give him Speed Set and better stats, but this works fine for now. In Normal Cycle you only need 55 Eff, but Hunt requires 65 Eff and Expedition+Nightmare Cycle both require 85 Eff.

Free Gear: <https://i.imgur.com/2TEIAuD.jpg>

Late PvE: <https://i.imgur.com/OdTwUfU.png>



Commander Lorina (CLorina)

CLorina is the SC of Lorina. Lorina can be obtained from Connections.

She's a fantastic single target DPS for PvE, with built in max %HP scaling damage and bonus damage on S3 the lower the enemy's HP is. Her S3 Soul Burn gives her an extra turn, letting her combo S3 into S1 for a good burst of damage. Her S1 gives her a ton of CR push so even on base speed she'll be able to get turns thanks to ARas S2.

CLorina is also used in Abyss, Nightmare Arahakan/Queen, and Fire Expedition.

For her gear, I'd give her the Destro+Pen gear from the Hunt Challenges. There's 1 from Sigret in Wyvern and 1 from Cermia in Golem. You can mix in the pieces from Path of Heir as well if any of those rolled better.

Free Gear: <https://i.imgur.com/GLfkSUy.jpg>

Rage+Pen: <https://i.imgur.com/NFAOWvF.png>



Mercedes (Meru)

Meru is given for free at the start of the game. She's usable in her base form, but clearing Episode 3 Chapter 10 then clearing the extra stage will give her an upgrade of 15% Atk and a passive revive. She provides AoE Atk buff and massive amounts of AoE damage. That's about it, but she's a great secondary DPS that scales well into later content.

Meru is also used in Abyss, Nightmare Vera, and Earth Expedition.

For her gear I'd give her the +15 Destro and Crit gear from Path of Heir, though for her boots I'd continue using the Speed main Armory gear from very early Path of Heir just for the speed.

Free Gear: <https://i.imgur.com/bA6GH3e.jpg>

PvP Meru (Spd+Imm): <https://i.imgur.com/mteEbGS.jpg>

Brieg

Brieg is given for free in the Wyvern Hunt Challenge. He provides very consistent Def Break and Spd debuff. We'll avoid using him against Vera who is Earth element, against Juleeve who punishes debuffs, and against Queen since we'll have too many debuffs. Technically you do not need Brieg at all for any of these bosses, but everyone gets a free Brieg and will have him built anyways so we might as well use him against the two bosses he's strong against. You could also brute force Brieg against all 5 bosses if you wanted to, but Ras is worth building anyways.

Brieg is also used in Nightmare Karkanis, Fire Expedition, Ice Expedition, Dark Expedition, and Light Expedition.

For his gear he can just use his free gear from Wyvern Hunt Challenge for now. For Normal Cycle and Hunt he doesn't need any Eff since he has 18 base Eff and his S3 gets 50 Eff on cast. Later for Expeditions and Nightmare Cycle you'll need 35 Eff though.



Iseria

Iseria is available for free from the “Rank Achievement Event” for new and returning players. Her S1 and S3 provide extremely consistent Def Break and her S3 has a strip into Unbuffable as well. She has a unique mechanic on her S2, fully resetting an ally's cooldowns, making her Tama's best friend since it'll let Tama use S3 instantly.

Iseria is also used in Abyss, Nightmare Queen, and Dark Expedition.

The most important thing is for Iseria to be faster than Tama so she can use S2 before Tama takes a turn. You'll want Iseria to be 5% faster than however fast your Tama is. If you aren't using them together then Iseria's exact speed won't matter as much but you'll still want her to be fast so she can use her skills. For Normal Cycle you only need 55 Eff, but Hunt requires 65 Eff, Expedition requires 85 Eff, and Nightmare Cycle requires 105 Eff. The rest of her stats can go into bulk stats since her damage isn't too impactful. Her sets can be Spd + HP/Eff or just triple HP set (maybe with an Eff main ring) with Spd main stat boots as a starter build.

Free Gear: <https://i.imgur.com/ebeAXU1.jpg>

Fast Caides+Nightmare Cycle: <https://i.imgur.com/5Tdgalu.jpg>



Angelic Montmorancy (AMomo)

AMomo's is useful for a couple of the bosses that spam a ton of debuffs. She's very good at cleansing small amounts of debuffs, though she tends to get overwhelmed by larger amounts. She's good enough for the bosses here though.

AMomo is also used in Abyss and Nightmare Karkanis.

For her gear you can just give her whatever HP Set gear you have. Her most important stat is EffRes, so I'd try to just get that as high as possible. Eventually you'll want her on Speed set, but triple HP set works fine for now.

Free Gear: <https://i.imgur.com/YC7fZaA.jpg>

Spd + HP: <https://i.imgur.com/u7ANEHb.png>

Elites

Each boss's section has 5 elites which I'll note down in their section (they're also visible on the map). There are 9 different elites total, but you only really need to worry about two of them: Mad and Counter. You could consider manuailling these if they're consistently giving you trouble, the rest should be no problem on auto. This section is honestly not relevant anymore since there's no entry free anymore so we can just exit via portal after killing the Elites, but I'll leave it here anyways.

Counter

Skill: Upon taking over 20% of its HP in one hit, the boss counterattacks and gets unstrippable Counter and Attack buffs for one turn.

Strategy: Avoid doing too much damage in one hit. If you turn off any skills that Def Break or do a ton of damage you should be able to avoid proccing its counter (ARas S2, CLorina S3). ARas's barrier rune could help keep your squishies alive if you do proc the counter.

Mad

Skill: The elite has stackable increased attack and speed granted at the beginning of a turn (max 5 times), as well as a chance to be granted an extra turn at the end of its turn.

Strategy: Try to kill the elite as fast as possible using Def Breaks and maybe soul burns. With some stacks, it can pop your squishy if it takes an extra turn and targets them twice. You might be able to mitigate this using ARas's barrier rune or Def buff+Aurius.

Masochist

Skill: The elite is granted stackable attack increase every time it is attacked (max 30 times) and has a chance to increase CR by 30% when attacked.

Strategy: The elite will start ramping up in damage and cycle relatively fast if the CR push procs, but I don't think it has the damage to one shot your units. Much less threatening than the Mad elite. If you're manuailling then try to only hit the elite with your DPS unless you need to apply Def Break.

Striker

Skill: The elite has decreased speed, but increased damage. In addition, any time the elite is attacked, there is a chance for it to dispel all debuffs on itself.

Strategy: Its attacks will hurt whenever it eventually gets its turn, but it shouldn't kill your squishies unless they get focused by the other adds too. If manuailling then don't hit the boss with non DPS units while it's Def Broken.

Defender

Skill: The elite increases self CR when an ally is attacked, and casts a barrier over all allies at the beginning of the elite's turn.

Strategy: This can be a bit annoying since Mercedes has a ton of AoE, but shouldn't pose much of a threat. If manuailling then focus down the boss before killing the adds.

Commander

Skill: The elite increases CR for all allies, including itself, when it is attacked.

Strategy: This can be annoying on auto since your units will target the boss and constantly proc its passive. Should be fine regardless since the boss itself isn't too tanky. If manuailling the kill the adds before targeting the boss.

Plagued

Skill: Inflicts 1 Poison debuff on each enemy at the beginning of the caster's turn. Has a chance to inflict 2 Poison debuffs on an attacking enemy when attacked.

Strategy: Pretty trivial since you'll have AMomo or Tama (or both). Just kill it.

Corrupted

Skill: Has a chance to inflict 3 poison debuffs when attacking. Deals 3% enemy max HP damage when the caster is below 50% hp every time an enemy turn begins.

Strategy: Pretty trivial since you'll have AMomo or Tama (or both). Just kill it.

Greedy

Skill: Steals 1 buff when attacking, gains 3 buffs when an ally dies.

Strategy: All the buffs in the world won't make this elite threatening. If manuailling just focus the boss before killing the adds and don't use ARas S3 or other skills that give defensive buffs.

Devourer Arahakan

Elites: Masochist, Commander, **Mad**, Defender, Striker

The Mad Elite shouldn't be too threatening due to its low level. If you die to it then just manual it after you use your free respawn. Remember you can always just exit via the portal then come back and the elite will stay dead if you lost any units.

Strategy

TL;DR

Kill spiders so Arah can use S3. Arah gets S3 reset and extra turn at 50% HP.

The main mechanic for Arah is the 90% damage reduction and Immunity it gets when it has its S3 available. It won't use its S3 until all of the spiders are dead, so you'll need to kill them before you can do any meaningful damage to Arah. However, when his S3 is unavailable you won't be able to gain any buffs or CR pushes. His S3 is an AoE CR pushback and applies Spd Down so make sure to cleanse that off. S1 is a Stun which you'll want to cleanse as well. He has the usual Atk and Spd stacking at the end of each turn as well.

It'll begin the battle with S3 available and 2 spiders summoned, so wipe out the two spiders then wait for Arah to use its S3. Cleanse the Spd Down after its S3 is used, then kill the adds again and start hitting Arah. At 50% HP, he'll reset his S3 cooldown then take an extra turn and use his S3 (if you haven't killed the spiders yet, you'll have to do that first). Just burst him down and you're done.

Teams

AMomo, ARas, CLorina, Meru: <https://youtu.be/jcbeC6cpPt4>

If you have 200 EffRes on AMomo, put her in the front to help the tank. Otherwise put ARas in the front so AMomo has a lower chance to get stunned. Use Meru S3 to damage the spiders then clean them up with CLorina S1s. After Arah uses S3, use AMomo S2 to cleanse the Spd Down then spam ARas SB S2 into Arahakan. When the boss drops below 50%, if any spiders are alive you'll need to kill them to make it use S3. Cleanse the Spd Down and burst down the boss.

Executioner Karkanis

Elites: Plagued, **Counter**, Striker, Defender, Commander

I got one shot by the Counter Elite once when the add landed Def Break on CLorina then CLorina S3 procced the counter.... Remember you can always just exit via the portal then come back and the elite will stay dead if you lost any units.

Strategy

TL;DR

Don't attack Karkanis with debuffed units, hit the adds instead. Save ARas S3 and/or one of Meru S2/S3 to break Stealth in Phase 2.

All Kark asks for is Cleanse and an AoE. Luckily we have a lot of those so this boss is pretty easy. He technically has 3 phases but the fight goes by so fast it doesn't really matter. Phase 1 is the start of the fight, Phase 2 begins when he drops below 70% HP, and Phase 3 starts when he drops below 40%. He has the usual Atk and Spd stacking at the end of each turn as well.

Karkanis heavily punishes you if you attack him with a debuffed unit. If you do so, He'll dodge the attack, cleanse all debuffs, and counterattack the unit with an S1 that always crits. His S1 applies 2 turn Def Break which you can just cleanse off. The adds will strip your Immunity buff and apply debuffs. They're not really worth going out of your way to kill so just ignore them but cleanse the debuffs and reapply Immunity buff to your units. You can attack the adds if one of your units takes a turn while debuffed.

Once you get him below 70% HP, he'll take an extra turn, use S1, and go into Stealth. Break him out of Stealth with an AoE and get him below 40% HP. Once you get him into Phase 3 he'll stop going into Stealth, but until then he'll reenter Stealth every 2 turns. Once he's below 40% he'll be able to activate his S3 after using S1 if it's available. At the start of Phase 3 he'll take an extra turn and use his S1 into S3 combo. His S3 is an AoE attack that stuns a random unit for 3 turns and if a unit is below 50% HP, they'll lose 99% of their HP. This shouldn't really ever happen with how much Immunity you have available to prevent the Def Breaks. Just kill him and you're done.

Teams

ARas, AMomo, CLorina, Meru: <https://youtu.be/TRW7SEbR4u8>

Hold ARas S3 and Meru S2 until Karkanis reaches 70% HP. If any debuffed units take a turn, attack the adds instead of Karkanis (Meru S1 hits two targets, but even if he counters her she has a revive). You can use AMomo S3 to give Meru Immunity buff so

she doesn't get Def Broken heading into Phase 2. Spam ARas SB S2 to deal damage and keep Immunity buff on ARas and CLorina.

Once Karkanis drops below 70% HP, use ARas S3 or Meru S2 to break him out of Stealth. Whenever he goes back into Stealth, use an AoE to break him out again. When he drops below 40% he'll start doing more damage but you can just burst him down. Use ARas S3 for safety if needed.

Secretary Vera

Elites: **Counter**, Commander, **Mad**, Plagued, Corrupted.

If you're struggling with the Counter Elite, skills off ARas and CLorina. Manual the Mad Elite after respawning if you die. Remember you can always just exit via the portal then come back and the elite will stay dead if you lost any units.

Strategy

TL;DR

Phase 1: Kill adds before using a single target attack on Vera. She cleanses debuffs when she takes a turn and S1 Stuns 2 units. Every 4th attack taken, Vera gets an extra turn (counter resets when she takes a turn).

Phase 2: Focus Vera.

Phase 3: Focus Vera and maybe kill the eggs when they spawn.

Vera has 3 separate phases. Luckily the hardest phase is the first one, so once you're done with that the rest is completely free. Phase 1 is the start of the fight, Phase 2 begins when you get Phase 1 Vera to 50% HP, and Phase 3 begins when you kill Phase 2 Vera. Each of the phases have different skills so I'll be going over the phases individually. She has the usual Atk and Spd stacking at the end of each turn but they'll reset at the start of each phase.

Phase 1

Vera starts off by taking a turn and using her S3. This summons 4 eggs and hatches one of the eggs into a spider. The hatched egg applies a random debuff to your units which you'll want to cleanse off. If you fail to kill the adds before Vera gets her S3 again, it also gives any allies an extra turn. Do not use a single target attack on Vera until the adds are dead or she will counter with an AoE attack and stun your entire team. Each time you attack the adds Vera will get CR (once per attack), so ideally you'd want to kill them all with one big AoE. Once the adds are dead, you can start focusing on Vera. She cleanses all debuffs at the start of her turn and every 4th attack taken she'll get an extra turn (counter resets when she takes a turn). Her S1 will Stun two of your units. Cleanse the stuns if possible and get her down to 50% HP to enter the next Phase.

Phase 2

Vera's S3 moves her into Phase 3 with extra Atk, Def, and Spd so you'll want to try to kill her before she can use it. Killing her will move her into Phase 3 as well, just without the bonus stats. Each time you hit Vera, the adds will get CR pushed and Vera will gain a bit of Spd, so avoid hitting Vera with skills that don't do anything. The adds have strip then CR pushback on S1 and 2 unit Provoke on S3. Vera's S1 just heals her a bit.

Vera's pretty squishy in this phase so you shouldn't have a problem killing her and moving onto Phase 3.

Phase 3

The adds from Phase 2 are still here but they get a 5 turn Spd buff and barrier at the start of this phase. There's no need to go out of your way to strip it, but if your Meru S2 or Tama S1 strips it then it'll reduce the CC a bit. Vera enters this phase with a 3 turn Immunity buff. She's squishy enough that you can just kill her without Def Break, so there's no need to strip this unless you're using Iseria who happens to strip while Def Breaking. Vera also begins this phase with her S3 available, which inflicts Atk Down on all of your units and summons two eggs. These eggs will hatch into little Veras that start with their S3 available. Their S3 gives one ally CR push and decreases their skill cooldown by 1 turn while their S1 is a two target attack with a chance to Stun. They aren't very threatening but they're enough to be annoying so I'd kill them with an AoE while they're still eggs. This shouldn't be hard if you hold one of Meru's AoE skills for them.

Teams

Tama, Iseria, CLorina, Meru: <https://youtu.be/qpe1vJH9w1s>

This team has an Atk buffer for Meru, letting her one shot the adds without needing souls. Iseria provides more consistent Def Break as well. You don't have any consistent cleanse, so the stuns in Phase 1 can be annoying. If you want you could use Wonderous Potion Vial on Tama but I didn't bother. With the gear in the example video, it's a bit rough due to how slow your units are, but with better gear you should be able to clear Phase 1 much more consistently. Once you get into Phase 2 the rest of the run should be easy.

Start off by using Iseria S2 on Tama, then S1 the spider. Use Tama S3 and S2 then wipe out the adds with Meru S3. Just toss your skills into Vera and get her to 50% HP. Note that Vera cleanses debuffs at the start of her turn, so don't waste Iseria S3 or SB S1 just for it to get cleansed. For Phase 2, use Iseria to Def Break Vera and burst her down. Try to have Tama S3 or Iseria S2 (to reset Tama) ready for the next phase. For Phase 3, kill the eggs with Meru then burst down Vera. Tama Idol S1 and Meru S2 can strip the Spd buff off the adds to make things a bit easier, while Iseria S3 and Tama Idol S1 can strip the Immunity buff off Vera.

AMomo, ARas, CLorina, Meru: https://youtu.be/HL9-3vR_Tkc

I highly recommend approaching Vera from the front instead of using the teleport for this team. You'll have the morale to reach the boss even without clearing the first two mobs beforehand. Since you have no Atk buffer aside from Meru herself, it'll be hard for Meru to one shot the adds with just one S3. Kazran fixes that issue but you'll need a bunch of souls going into Vera. If you want to do it without Kazran, you'll need better gear than what I used and maybe a damage boosting arti like Portrait, Tonfa, or Symbol instead of DDJ.

Use Kazran then Meru S3 to wipe out the adds. Use AMomo S3 on CLorina so she won't get Stunned by Vera S1. From here just use ARas S2 SB and you'll easily move into the next phase. For Phase 2, just spam ARas S2 SB into Vera again and she will explode. For Phase 3, hold Meru S2 until Vera uses her S3. In the meantime just keep focusing her down. You can try to strip the Immunity buff with ARas S1 if you want, but you can kill her easily even without Def Break so I just spam S2 SB. After Vera uses S3, use Kazran and Meru S2 to kill the eggs. Then just focus down Vera and you're done.

Juleeve Council

Elites: Greedy, **Counter**, Striker, **Mad**, Masochist

If you're struggling with the Counter Elite, skills off ARas and CLorina. Manual the Mad Elite after respawning if you die. Remember you can always just exit via the portal then come back and the elite will stay dead if you lost any units.

Strategy

TL;DR

Cleanse Poisons with AMomo. Don't use ARas S2 unless Juleeve is split.

Juleeve's fight centers around it applying a boatload of Poisons to your units and AMomo trying to cleanse them off as fast as possible. Its S1 is a single target attack that strips a buff then applies a 2 turn Poison. It'll activate an extra attack with the same effects as well. If any of your units take a turn while Poisoned, two of your units will be inflicted with a 2 turn Poison debuff. This spread effect ignores EffRes so even your 200 EffRes AMomo can get Poisoned by this. This doesn't mean EffRes is useless though, since AMomo can still resist the S1.

At 70% and 40% HP, Juleeve will split into 3 and won't reform until you kill the correct cluster. It's completely random which one is the right one so just pick one and pray. Each cluster's S1 has a chance to apply a Poison and a chance to proc a dual attack as well. However, the Poison spread effect isn't active during this split phase so it's a good time to cleanse off any Poisons before heading back into the main phase. At the end of each unit's turn, all units will take X% of their max HP as damage and you'll lose 2 souls as well. This mostly just means you'll take a lot of damage in this phase and souls won't be too useful during the fight. After you kill the right cluster, Juleeve will reform at 70% or 40% HP depending on which split phase you were on.

Juleeve also has a passive that punishes you for applying debuffs. This is trivial since you can just use units without debuffs. The only unit you might use with a debuff is ARas, but you can just not use his S2 unless it's during the split phase. However, there's a second part which gives Juleeve a random buff at the end of its turn when below 40% HP. This will make its S1 have 3 attacks instead of 2 and its S3 will ignore EffRes as well. This shouldn't be a huge issue since you have AMomo and CLorina+Meru should blow up Juleeve. Juleeve's S3 is an AoE attack that strips all buffs and extends all debuffs by 2 turns. It'll also penetrate 15% defense per debuff the unit, but this shouldn't be a big issue with AMomo cleansing. He has the usual Atk and Spd stacking at the end of each turn as well.

Teams

AMomo, Tama, CLorina, Meru: <https://youtu.be/SfC8B0hcnGY>

I recommend double healer for Juleeve if you have a second healer built since this boss does a lot more damage. It's still pretty easy to clear with ARas, but you don't get to use his S2 much so his value is a lot lower. Tamarinne is the recommended second healer since you'll be using her for later content. I didn't give her an artifact since it doesn't really matter. A 2nd Magaraha's Tome is a good option or Wonderous Potion Vial. There is a slight risk that CLorina gets killed during split phase with bad RNG. Your only option for a Soul Burn is Meru S2 so just do that if you get the chance.

AMomo, ARas, CLorina, Meru: <https://youtu.be/KjA83jwSLoQ>

This team clears fine but it can be a bit risky depending on AMomo's RNG procs and whether you get lucky on your guesses during split phase. The fight itself is simple, just slam Juleeve with Meru and CLorina while spamming AMomo's skills for cleansing. You can use ARas S3 to heal him but don't use his S2 unless it's during split phase or the attack will get Juleeve to go into split phase. You won't really get the chance to stack Souls during this fight so just use them for an extra ARas S2.

Queen Azumashik

Elites: **Mad**, Masochist, Defender, Corrupted, **Counter**

This section has the most annoying elites. They're higher level than the other sections but the real issue is that Iseria also has Def Break on S1, so you're usually going to have the Counter Elite be Def Broken and proc the counter. If you're manuailling you can hit the adds with Iseria until you're ready to kill the elite. Manual the Mad Elite after respawning if you die. Remember you can always just exit via the portal then come back and the elite will stay dead if you lost any units.

Strategy

TL;DR

Immune to DDJ. Use Strips+Unbuffable on Queen. Kill spiders then kill Queen. Don't attack Queen while she has buffs after bees spawn. Have cleanse ready at the start of the fight and at 50% HP.

First off, Queen is immune to DDJ so make sure you use a different artifact for your DPS like Symbol of Unity (any damage boosting artifact works fine). The Queen fight can be split into two phases. Phase 1 begins after you first hit Queen and Phase 2 starts after you drop Queen below 50% HP.

Throughout the fight, you'll have to deal with Queen's passive that gives her Atk+Def buff at the end of her turn. If she already has those buffs, then they'll get upgraded to Greater versions instead and the adds will receive the buffs as well. Once you strip the buffs off of Queen, the adds will lose them too. She also has a passive that gives her an extra turn and cleanses all debuffs if she has 3 or more debuffs. With the units we're using, this is only possible if Iseria has Song of Stars so make sure she isn't using that artifact. She has the usual Atk and Spd stacking at the end of each turn as well.

Going into Phase 1, Queen will give herself Atk+Def buff then hatch two of the eggs into spiders. The eggs will apply some random debuffs so cleanse those off. The spiders' S3 is an AoE pushback and Spd debuff so get rid of those first. Queen will take part of the damage taken by the spiders as well. Queen's S1 is a single target attack that increases skill cooldown by 1 turn then strips all buffs, and CR pushes all allies. If she has Greater Atk buff she'll activate an extra AoE attack that strips 1 buff as well. You'll want to make sure your frontline unit is either AMomo or ARas since AMomo can hit 200 EffRes easily and ARas can self apply Immunity buff. After you kill the spiders, drop Queen to 50% HP to enter the next phase.

Once you enter Phase 2, Queen will heal a bit, give herself Atk+Def buff again (or Greater Atk+Def buff if she is already buffed), use her S3 (she will continue using it for the rest of the fight), and hatch the remaining two eggs into bees. These eggs have a 20% chance to apply Silence when they hatch so you'll want 100ER on your cleanser or Kazran's Guardian ability. The bees are just single target damage dealers that counterattack if Queen has buffs when attacked, so you'll want her to have no buffs when you attack her. You can get around this a bit by using ARas S2 since they'll counter ARas instead of CLorina. Though the bees don't really do that much damage so you can afford to tank a few counters with CLorina if Queen hasn't used a lot of S3s. Her S3 is an AoE attack that strips all buffs and cleanses all debuffs. It'll inflict stacking Decreased Def and Healing on your units as well and its damage dealt increases the lower Queen's HP is. Her S1 will now always proc the extra AoE attack as well. The stacking effects just put another timer on your run, adding onto the Atk+Spd stacking. Burst down Queen and you should be good to go.

Teams

ARas, Tama, CLorina, Iseria: <https://youtu.be/pSNwWaGRVbs>

100 EffRes on Tama lets her always resist the potential 3 turn Silence when the second pair of eggs hatch. If this isn't doable, you can kill some elites to get souls before heading to Queen (or just approach from the front) and use Kazran to cleanse if Tama gets Silenced. Put ARas in the front slot.

Use Iseria S2 on Tama then S3 on Queen to start off the fight. Use Tama S3 then S2 and kill the spiders before working on the Queen. Keep using Iseria S3 on Queen to strip her buffs and apply Unbuffable. Try to have at least Tama S3 available before going into Phase 2 (having Iseria S3 available as well is recommended if possible). Now you can just burst down Queen and you'll be done.

ARas, AMomo, CLorina, Iseria: <https://youtu.be/VlvsbszgRPc>

Non-Tama team for anyone who doesn't have her. I highly recommend getting Tama from Connections if you don't have her yet. If your AMomo has 200 EffRes, then put her in the front slot. Otherwise put ARas there.

Use Iseria S3 on Queen then cleanse the debuffs with AMomo and start killing the spiders. AMomo S2 cleanses the leftmost debuff off of all units, so if CLorina gets hit by two debuffs and Atk Down is on the right, you should use AMomo S3 on CLorina instead of using S2. Iseria S2 can go onto CLorina for more S3s or ARas for more S2s if lacking souls. AMomo S3 should be used on Iseria to prevent Queen from increasing her cooldowns. Make sure Iseria S3 is available going into Phase 2. It shouldn't be an issue if Queen goes into Phase 2 with buffs since you should be able to tank the initial

hit. Once Queen drops below 50% HP, cleanse the debuffs, then use Iseria S3 and burst down Queen to finish the fight. If the Def Break and Strip land, you should be able to burst down Queen while ignoring the counter mechanic. If you start taking too much damage from Queen in Phase 2, you can use AMomo S3 on CLorina instead of Iseria.

ARas AMomo CLorina FKLuri: <https://youtu.be/cNQIUdYDwQM>

This is the super budget team, with FKLuri being the Iseria replacement if you didn't take her from Selective Summon. I'd recommend grabbing Iseria from Story Summon if you don't have her (as well as Tamarinne), but I'm keeping this team here as the absolute last resort. I recommend approaching this from the front so you'll have 80 souls going into the fight. FKLuri's S3 cooldown is long and she doesn't have Unbuffable, but you can Soul Burn it to ignore EffRes for consistency. If your AMomo has 200 EffRes, then put her in the front slot. Otherwise put ARas there.

Use FKLuri S1 on Queen then cleanse the debuffs with AMomo. AMomo S2 cleanses the leftmost debuff off of all units, so if CLorina gets hit by two debuffs and Atk Down is on the right, you should use AMomo S3 on CLorina instead of using S2. SB FKLuri S3 on Queen and start killing the spiders. AMomo S3 should be used on FKLuri to prevent Queen from increasing her cooldowns. Try to have FKLuri S3 available going into Phase 2. It shouldn't be an issue if Queen goes into Phase 2 with buffs since you should be able to tank the initial hit. Once Queen drops below 50% HP, cleanse the debuffs, then use SB FKLuri S3 and burst down Queen to finish the fight. You can ignore the counter mechanic and just slam everything into Queen.