

Crazed Shellbrute:

Crazed Shellbrute

Credits to head-chef D3R4G0N & sous-chef Puzzle.

Special thanks to chefs Bacillus, Tadaaa, Glorp, & waitress Greenie.

Thank you to all of our Global & VN testers! We couldn't have done this without you!

Welcome to the Primal Lord composition testing guide! Please see the next page for our [recommended teams](#). If you have any questions or concerns, please tag us in the Discord channel!

Common abbreviations:

❖ Lightbearer = LB ❖ Graveborn = GB	❖ Phraesto = Pesto ❖ Ludovic = Ludo
❖ Supreme+ = S+ ❖ EX weapon 5 = +5 ❖ Mythic w/ EX10 = M++10	❖ Best in Slot = BiS ❖ Ascensions = Asc ❖ Resonating spell = Reso ❖ Resonance = Reso

[WiaC/MiaC](#)

[SiaC](#)

[LiaC/CiaC](#)

[Chippy](#)

[Wilders](#)

[FAQ](#)

Current Best Teams

Disclaimer: these are soft guidelines, not hard rules.

For a more detailed recommendation, see [below](#).

Over ~30B damage?	S+ Mikola & M++10 Shakir?	Go with WiaC or MiaC .
	Final tier 3 GB talent?	Check out SiaC .
Under ~30B damage?	~30B damage?	Try out MiaB .
	Under ~25B damage?	Look into LiaC or CiaC .
Over 50% & CiaC failed The boss ate my Smokey...	Over 710 resonance?	See Wilders or Maulers .
	Under 710 resonance?	Take a look at Chippy .

Why are the recommendations set up this way?

LB & Wilder teams soft-cap at ~30B because the boss has scaling damage reduction (the stuff from Reiner M+). All damage, including true damage, gets reduced by it.

All traditional damage dealers (such as Vala, Lily May, and Korin) face this issue.

Consequently, to push past 30B, you need to rely on *health-loss-effects* which are not considered damage. They cannot crit, cannot be buffed, and most importantly, **cannot be debuffed**.

There are only three units with *health-loss-effects*: Pesto, Smokey, and Ludo. To maximize this, our top teams focus on buffing these units.

In-Depth Team Suggestions

Below 25B damage

At lower resonances, your priority is to get to 25B damage. If you meet the requirements, [WiaC](#) & [MiaC](#) does this job best.

For those of you not lucky enough to have all three units invested sufficiently, [LiaC](#) is the best when the boss is below 50%. On top of her true damage, she shield-breaks on every normal attack.

If your boss hasn't reached that point yet, [CiaC](#) is the downgraded version of [LiaC](#)—but it's still the best when it works. The team requires Rowan to tank the boss to prevent its suction. If your haste, energy, or attack speed is significantly off, then Rowan runs away and this team does not work for you.

You should only try other teams if [CiaC](#) did not work. Your options are either [Chippy](#), [Wilders](#), or [Maulers](#). They are all very similar and you should test yourself to see which is best for your account.

Above 25B damage

Once you get to 25B, things start to change. If you're using [WiaC](#) or [MiaC](#) with Pesto as your main damage dealer, you can carry on. The rest of you will need to start considering a Pesto team.

The Crazy Shellbrute has a **scaling damage reduction** which means you will do less and less damage as you approach 30B. All damage dealers, even **true damage** dealers who ignore defence, are affected by this. **Damage reduction** and its opposite is why M+ Reiner is so effective.

On the other hand, "**health loss effects**" are unaffected by all buffs and debuffs and therefore do full damage. They directly translate character attack stats into health loss disregarding any **scaling damage reductions** (including the boss's shield).

If you have M+ Pesto but not the other units in [MiaC](#), then [SiaC](#) will win against other teams. It relies on the **final tier 3 Graveborn talent** to do burst damage at the start, mimicking Lily, Korin, and Vala's role (but worse). While it has a slower start, its damage stays fairly linear even as the boss's **damage reduction** ramps up.

If you do not have M+ Pesto, a hybrid team combining both **true damage** and **health loss** effects such as [MiaB](#) would likely work best, depending on your investment. You can also just stick with [CiaC](#) or [LiaC](#) for a bit longer until it truly falls off at 30B.

At this stage, [Wilders B](#) will often perform better if your wilders are invested. Since Smokey gets eaten, his blue ult is delayed, allowing you to get more **true damage** in before the **damage reduction** becomes significant.

Above 32B damage

At this point, you will see no gains from any traditional teams. To progress past 35B damage, you will need to rely on a Pesto-carry team even if you only have a single copy of Pesto. We recommend [SiaC](#) here if you do not have your Pesto ascended to at least Legendary+.

If you are truly unwilling to get the **final tier 3 Graveborn talent**, then you will definitely need to transition to [MiaB](#).

Good luck!

PRIORITY TESTING

Please report your resonance & Pesto ascension!

Comps to be tested:

Top comps are set; testing for lower res / low pesto on a case by case basis

Kitchen is closed

No requirements 	Needs S+ Mikola 	No requirements
	TODO Test other artifacts?	



Wallet in a Clam

Team WiaC [FAQ](#)



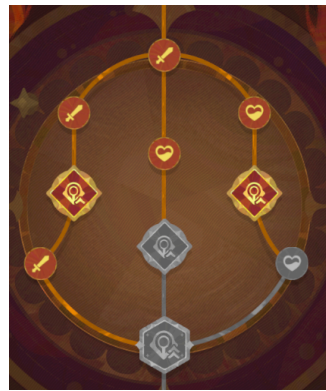
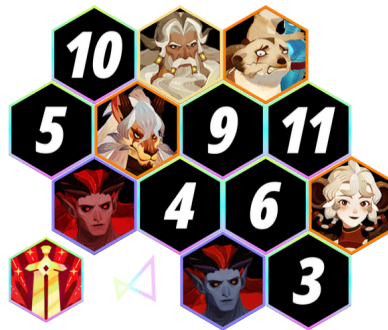
Best team at high investment.

Needs **M++10 Shakir**, & **Mikola** w/ **epic charms**.

Only better than [SiaC](#) with S+ Mikola.

Negligible improvement over [MiaC](#); **DO NOT** pull Dunlingr just for this.

Single-copy works. Use Spellbind, **NOT** Curelock.



Mikola in a Clam

Team MiaC [FAQ](#)

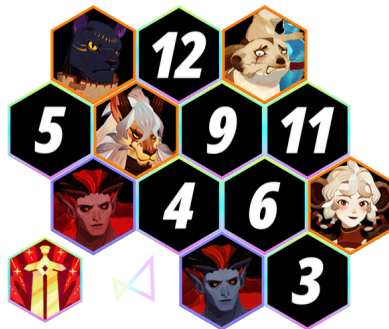


Needs **M++10 Shakir**, & **Mikola** w/ **epic charms**.

Only better than [SiaC](#) with S+ Mikola.

Seth needs L+; replace him with Kruger otherwise.

Greatsword is better but **cannot be used if Shakir EX+15 or higher**.



Silvina in a Corner

Team SiaC [FAQ](#)

Requires **final tier 3 GB talent**; otherwise this is not worth trying.

Recommended at **~30B+** damage.

Single-copy Niru (with charms) is sufficient.



Mikola in a Box

Team MiaB



Worse than [LiaC](#), [MiaC](#), or [SiaC](#) in most situations.

Much more usable with S+ Mikola.

Kruger on 12; Seth on 10; they are otherwise interchangeable.

Vala is strictly better than Lily May under 50%.



Lady in a Castle

Team LiaC

M+ Korin required.

Only run when boss is under 50%.

Soft-caps at *~30B* damage.

Vala is better on the tile if she's more invested; Korin is better otherwise.



Cassadee in a Castle

Team CiaC: Glorp's Castledee

Only works if Smokey does not get sucked into melee range!

M+ Korin required.

Better than [Wilders & Maulers](#) if it works.

If your Smokey got eaten, maybe try *Tidecall* once?



Resurrected Chippy

M+ Korin required.

Feel free to try Tidecall instead (we think it's worse)!

Best low-resonance team if [Castledee](#) did not work.



Wilder & Mauler Teams

Recommended when all conditions are met:

1. Unable to run SiaC.
2. Unable to run CiaC or LiaC.
3. Have outgrown Chippy.

Wilder Team A & B

Lenya **cannot** replace Eironn

Team B needs M+ Reiner & L+ Bryon for best results



Mauler Team B

Sometimes comparable to [Wilder A & B](#)

Maybe better if low-asc Bryon and paragon EX+15 Odie?



Frequently Asked Questions

MiaC & SiaC

Question	Answer
Who's level should I prioritize?	1. Pesto/Smokey 2. Silvina 3. Ludo/Mikola/Shakir 4. Niru/Seth/Kruger/Dunlingr
Why S+ Mikola?	S+ Mikola's courage sphere works even when she is swallowed. This boosts MiaC above SiaC.
What are "Health Loss Effects?"	These effects cause enemies to lose a fixed amount of HP based on the unit's ATK stat. This amount is unaffected by any damage reduction or boosting effects. For example, Thoran's charms and Reiner M+ do nothing.
How is <i>true damage</i> different from <i>health loss effects</i> ?	<i>Health loss effects</i> are not considered damage while <i>true damage</i> is. This means bosses with scaling damage reduction (e.g. this one and endless bosses) causes true damage to lose potency.
Why Pesto, Ludo, & Smokey?	They cause " <i>health loss effects</i> " which is much more effective than <i>true damage</i> .
Why Greatsword over Resonating?	Greatsword provides more attack than Resonating. The vast majority of our damage comes from <i>health loss effects</i> which are based solely on attack and are unaffected by crits, debuffs, etc. In most comps resonating is still better due to the added haste but with smokey/mikola/shakir we have more than enough.
Why Shakir over Lily May?	Lily May's damage drops as the damage increases due to the boss's <i>scaling damage reduction</i> . At ~25B damage, the additional boost given to Smokey & Pesto outweigh Lily's personal damage.

Why can't I use
Greatsword with
EX+15 Shakir?

Shakir's EX+15 changes his ult timing; using greatsword without Dunlingr will cause him to get eaten.

Is the level 30 maunder talent fine?

Yes, the talent does not affect MiaC negatively.

Why am I doing less
damage?

These two comps are optimized for high resonance levels and units with high investment. There may be better options depending on your specific unit investments.

In MiaC, double check that your Shakir is giving Smokey an attack buff during his blue ult and that Shakir never gets eaten during the fight.

How does the boss
choose who to eat?

It is based on your initial positioning. The boss chooses the front-most unit that is currently in melee range.

Why Silvina, Niru,
Seth, & Kruger?

They are fodder to be eaten by the boss, and provide more value before being eaten than any other valid melee unit.

"also because Silvina is such a qt"
- bnuny

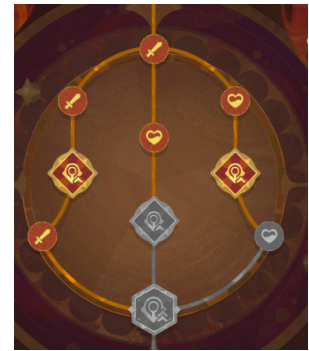


MiaB: Mikola in a Box

*Kept for archival purposes
Not terrible but there are better teams for every situation*

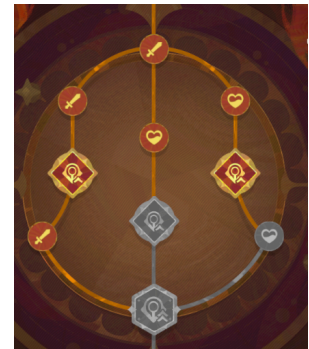


Team Lily



Team Vala

Only works at sub 50% but better than Lily!



Old Formations Graveyard

LB	Wilder	Mauler	Misc
22/10/24 	22/10/24 	23/10/24 	
22/10/24 	25/10/24 	23/10/24 	Reiner + Kruger
22/10/24 		23/10/24 	Kruger + Seth
24/10/24 		23/10/24 	Kruger + Sinbad
24/10/24 		24/20/24 	Celehypo

25/10/24 		Shakir team 	 Never tested
25/10/24 			25/10/24 
26/10/24 	28/10/24 		26/10/24 
28/10/24 	27/10/24 	26/20/24 	26/10/24 
27/10/10 	??? 	26/10/24 	26/10/24 

Twister's Temesia,



King Chippy



Never tested



SCIENCE CORNER

Summary

Gulp	❖ The boss will swallow up to three units. ➢ We can limit that to two units with positioning. ❖ Summons don't get gulped. ➢ e.g. Florabelle's minions. ➢ Pesto's clone is not a summon. ❖ Kruger, Mikola, Niru, & Eironn, are some of the best units to be eaten. ❖ The instant-defeat mechanic is like Scarlita, not Odie. ➢ e.g. Thoran will be killed without reviving.
Shield	❖ Skills need to do 300% dmg in one hit to count. ➢ Alsa ➢ Cassadee ➢ Kruger ➢ Bryon ➢ Odie(w/stacks) ➢ S+ Sinbad ➢ See here ❖ Pesto, Smokey, & Ludovic cause damage that can ignore the shield's dmg reduction.
Artifact	❖ Arcane spell only procs twice at most. ➢ Its only upside is its penetration stat. ❖ Tidecall tends to be worse than Resonating even for LB teams. ❖ Verdant may be competitive with Resonating when LM is your top damage dealer
True damage	❖ The boss def is <i>very high</i> and scales up as the boss takes damage, like an endless mode boss. Some kind of def-ignoring dmg is a must to reach higher scores. ❖ A common thought is that since "True Damage" from units like LM, Korin, and Marilee ignores def, they will be best. But endless bosses and primal lords have scaling damage

	reduction that reduces their damage by upwards of 99%. So these units are very effective at dealing large amounts of damage to the boss at the start of the fight because of their high burst potential ❖ Because def is a flat number one attack with high dmg is more effective than several smaller attacks. I.E. $50\text{ATK} - 20\text{DEF} = 30$ dmg, but $25\text{ATK} - 20\text{DEF}$ twice is only 10 damage. ➤ This is also why Odie and Talene are useful but not as good in endless.
Hp-loss effects	❖ Pesto, Smokey, & Ludovic causes enemies to lose HP at X% per second. This is not the same as “true damage” and ignores shields too. ➤ This is why Pesto is the best carry, 2 applications of 40% un-reducible damage that can have over 100% uptime with enough haste. (Pesto Poison can stack/overlap) ❖ They do not do damage but simply reduce hp. ➤ Ignores DMG buffs like Reinier M+ or DMG reduction effects like the boss’s shield. ➤ Lily May, etc. lose damage as the fight progresses due to damage reduction. ❖ Units that add extra damage based on enemy Max HP% do not do true damage. ➤ e.g. Satrana, Brutus M+

Shellbrute Abilities



Who does it target? Whoever has boss agro, which starts as the frontmost ally. It will then switch to the next front-most ally, normally a 1-range unit to the leftmost of the boss unless taunted. Will target valid prime carriers last.

Does it swallow summons? NO
 Best people to get eaten –
 (PESTO+CLONE)
 Mikola/Kruger/Reinier/Sinbad



Water Barrier is our main dps gate. We must break the barrier quickly each time it is recast (10s cooldown)

Units that do this quickly:

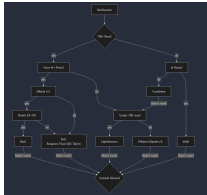
- ❖ Alsa
- ❖ Cassadee
- ❖ Kruger
- ❖ Bryon
- ❖ Odie(w/stacks)
- ❖ S+ Sinbad

Korin crits do not break shield

Units that do this, but worse

Flora(ULT) – Thoran(ULT) – LM (ULT)
 Viper(ULT/M+) – Brutus(M+) –
 Pesto – Parisa(ULT) – Chippy –
 Hammie – Silvina – Kafra – Berial –
 Nara(ULT) – Lumont(ULT) –
 Mirael(ULT) – Rhys(ULT) – Cecia(S2)
 – Damian(ULT + S2) – Reinier(ULT) –
 Temesia(ULT) – Vala(ULT) –
 Lyca(ex+10) – Atalanta(ULT) –
 Satrana – Antandra – Seth(S2)

Image credits

PokieFish	
	
	
SockShop	

If you would like to help test, please see [Priority Testing](#).

If you wish to cook some comps, please visit the [Science Corner](#).

Your Cooks

