

# The IDEAL Team 101

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## (WIP, BEING REVAMPED)

MOVED TO [HERE](#) (due to formatting issue)

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**STOP LOOKING AT THIS GUIDE PLEASE THIS IS OUTDATED**

**! IMPORTANT !**

Before you read the guide, if you don't want to read a long ass google docs explaining this strat, you can either watch [this video](#) or read [this short guide here](#).

If you want to read the WIP version : [☰ Copy of The IDEAL Team 101](#) , which have been edited for MDE, but still WIP so it's still subject to change.

**THE UPDATED VERSION WILL BE DELAYED AS I HAVE OTHER PRIORITIES(FINANCIAL) TO PURSUE FIRST. IM SORRY BUT IT WILL BE DELAYED UNTIL AROUND 27/09/2025**



Base Strat By Koezar, farming strat Created by Zuihou(Sil), msytic- and RR thread gang.

Special Thanks to Xalva for help test stuffs out

Google Docs Maintained by msytic-

~~**IF YOU'RE WONDERING IF THE TEAM IS GOOD ON MDIE OR NOT, YOU ARE THICK. THERE'S 0 WAY THIS MF CAN DISH DAMAGE ENOUGH TO KILL OUT 10K+ HP ENEMIES BEFORE THEY FALL.**~~ Or maybe they can? Well If you want to try, you can pivot into bleed and poise team after you struggle and spam other stuffs as well (Don Quixote's mircalla, etc):

I would like to apologize since apparently you can but its still a bleed team with don quixote's mircalla on some of the stages. I'm half right. [This team explains it.](#)

**WORKS WITH THE NEW EVENT PACK IN MDH.** Just need to revive sinners at the shop. Should be 2-3 turns at most. While it is painfully slow, if you want to

farm the event currency you kinda had to do it. You can even solo the waves node if you don't want to bother reviving his teammates (a little bit slower).

**USABLE FOR MDI** (with a little bit of adjustment), let me know if you want it tuned for MDI. It was +300 starlight positive so you can get more buffs but as the baseline it's good enough. 1hr 10 min run (but if i swapped RR5 and RR3 packs out it should be under 50 min).



## The Concept

N Corp Yi Sang has a skill that targets allies, then deals a lot of damage to the enemies if it's a kill. Combine that with [Sharp Needles and Thread], which deals bonus damage (half of the damage), is a huge damage potential.

**I** This Coin deals damage only against the main target. If the main target is an ally, deal +15% damage for every Torn Memory (max 105%)  
[On Ally Kill] Apply 3 Poise to self and 2 random allies  
[On Ally Kill] +1 E.G.O resource for the killed ally's Skill 1 and 2 Affinities  
[On Ally Kill Fail] Gain 3 Poise



Each turn, the first skill to deal damage to an enemy deals bonus fixed damage by half of the damage dealt.

**Sharp Needle & Thread**



But, there are several problems. First, how do we fuel this EGO consistently? Second, How do we get the EGO gifts necessary consistently? And how to make this a consistent farm strategy?

Well, fret not. Starting from mirror dungeon 6, you can pay to choose (up to 3) EGO Gifts of your choice. This function will help us solve the first 2 problems that we had.



With this, we can get [Sharp Needles & Threads] Consistently alongside with 1 other EGO Gifts that is mandatory for this run, [Grand Welcome]. Grand Welcome gives 5 Pride at every encounter and if you kill an enemy, you get 2 EGO resources (random) per kill. See where this is going?



**Q: Why Not other EGO with other gifts?**

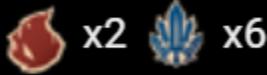
This strat is specifically Crafted to work with Fell bullet EGO, there is one other strat that uses Ebony Stem Outis and Tears of the Tarnished Blood Hong Lu, albeit a little bit slower and requires more ego resources.

With Yi sang + Fell bullet, as long as you kills allies that have a wrath S1/S2, and around 5-6 enemies, there is a VERY LOW chance that you will be out of resources, because all

you're farming is just wrath, Every encounter you'll get 5 pride from [Grand Welcome] and +1 from using the EGO Itself, and the EGO only cost you 6 pride and 2 wrath.

[On Ally Kill] +1 E.G.O resource for the killed ally's Skill 1 and 2 Affinities

E.G.O  
Resources



### Q: Will I run out of starlight in the long run?

It depends. If you have a lot of sac units, (at least 8), you will run at a neutral, or even positive starlight gain for every run. Our strat currently are using 4 permanent units, and 8 rotating units for maximum starlight gains. One of the rotating units is a sac unit so you'll be positive. If you don't have the luxury of rotating your sac units, you will run at a slight deficit although it might be even lowered or by the release of MDI. Since Encounter Reward Cards are guaranteed to drop from floor bosses and with the release of MDI, you can get another one at the end of floor 5, assuming you did all of the floors in hard mode (which with this strat you do), and just quit at the very start of floor 6 (or in the theme pack selection menu). Here are the starlight calculations (credit to borderlined):

Calculated Encounter Rewards Card average per run = 21.717

#### Income

MDH 7 Rest =  $198 + 21 = 219$

MDH 8 Rest =  $209 + 21 = 230$

Encounter Rewards Card Starlight average on MDI : 29.573

MDI 7 Rest =  $198 + 29 = 227$

MDI 8 Rest =  $209 + 29 = 238$

#### Consumption :

It's heavily reliant on how much packs are you willing to do on F5, since it's the only pack you have a choice on.

Only 1 Pack on F5: 230

4 Packs on F5 : 216

5 Packs on F5 : 215

TL;DR, more packs you are willing to take, less average starlight you'll consume.

## The Team

While you can do this strat only Yi Sang and 11 random units, we figured that these are the most efficient way to make the run fast, reliable, and as starlight neutral as possible. But, there are 2 different openings to the strat and a lot of variation depending on your units (damn it's like chess huh). We'll try to be as general and cater to as many people as possible.

### Base Team

Every team that will be created/made will need these following requirements. Keep in mind that this is PER TEAM, so every team WILL NEED to have these:

1. Yi Sang with Fell Bullet Ego
  - It can be any Yi sang but N corp Yi Sang > any other Yi Sangs.
  - Ideally level 55 for more damage, UT4 not mandatory but at UT3 he gains more speed.
2. 3 Pierce Fatal Sac Units
  - The HP is unit dependent because some units have pride resistance due to their base (ZAYIN) EGO.
  - If Faust, Meursault, Rodion, Outis, you need at the very most 93 HP, of course the lower the better
  - The rest except Sinclair need at the very most 98 HP.
  - Sinclair you can get away with 134 hp.
3. The rest are for Rest Bonus
  - Pierce fatal is bonus since you'll deal more damage through [Sharp Needles and Threads]

The rest bonus units need to have their defensive skills colored (UT4 for evade/defense in most cases so you have resonance for Torn Memory in case they are faster than Yi Sang. It has proven to "brick" the run if you don't have enough torn memory, especially in KOD/RR 4 packs. Here is the calculation for Yi Sang's Fell bullet damage at turn 1 so you can crosscheck it by yourself.

Resistances	Awakening (Roll)		Corrosion (Roll)	
	Tails (18)	Heads (24)	Heads (22)	Tails (30)
X1 Pierce X1 Pride	35	46	45	61
X2 Pierce X0.75 Pride	53	71	68	93
X2 Pierce X1 Pride	55	74	71	98
X2 Pierce X2 Pride	76	102	98	134

But, as we've said before, there are variations of this team that we created. Some prefer stability, some prefer speed, some prefer to farm as much starlight as possible.

**Q: Can I use other Yi Sang?**

You sure can! But N corp Yi sang passive will retain his Torn Memory stacks, hence making him a very crucial unit for 2 turning floor 3-5, making the run significantly faster.

**Q: Why 3 pierce-fatal units? Can I get away with 2?**

It's a bit complicated. While 3 sac units are mostly needed only on the first 2 floors and you can revive the sac on the shop. It's there to guarantee you having a sac even if you are unlucky. The first 2 floors will have 6 nodes, in which 1 of it is a boss node, and 1 shop node. So you're left with 4 actual nodes, and that can be 4 fighting nodes. But to get 4 fighting nodes is literally impossible unless you're really unlucky (source : trust me bro), and the norm is usually 2 event nodes and 2 fighting nodes. By having 3 sac units you have 1 leeway sac units that you either can use at the boss, or to use if you get 3 fighting nodes instead.

**Q: Can I use X unit as a sac?**

As long as it's below the HP mentioned below you can use that unit as a sac. If you want to check which units are sac-able, you can refer to the [google sheets](#) since they made it quite clear on which units you can use (under 93 hp).

**First Strat : Fast Strat**

The team is optimizing the resource gained on turn 1 on node 1 so you can use fell bullet as fast as possible with 2 wrath skill and 1 pride skill on turn 1, resulting in faster average run. But keep in mind that you might need to refill your wrath with ERC if it's low, or you can brick your run. This is what you need for it:

1. Yi Sang
  - Reason stated above
2. Sinclair, specifically BL or Base
  - BL/Base Sinclair have x2 pierce and x2 pride fatal, making him a perfect bait for faster turn 1 shenanigans.
  - For BL you need for him to be under level 15, for base its under level 32.
  - If you don't have them at those level, any pierce fatal sinclair could work but you need 1 more point 3 units (so two instead of one)
3. 1 Unit with Wrath Defend Skill
  - NO NEED to be low leveled, but can be a sac as well.
  - If possible, not counter. Defend > Evade > Counter
  - Units with wrath defense : Shi Don, Liu Ryoshu, Shi Heathcliff, Liu Ishmael
4. 1 Permanent Sac
  - If possible, they should have wrath skill as well, but if you don't have it it's fine.
5. 1 Rotational Sac x 6
  - So 1 unit per team x 6 team = 6 rotational Sac
  - Can be permanent, but will run at a starlight deficit

The sac NEEDS to fulfil the requirement from the base team (<93 HP for faust, etc), and fill the rest with 5 rest bonus units to keep starlight gains positive/neutral.

Here is an example of the team.



Based on the requirement:

1. Yi Sang
2. BL Sinclair, since I have BL sinclair I don't need to bring 2 wrath defense units.
3. Liu Ryoshu (her UT4 makes her defense skill into wrath)
4. R Corp Hong lu since he has low enough hp to even die on heads during corrosion if you get heads at -30 SP for some reason (71 hp)
5. Rosespanner Gregor as the Rotational Sac

**Q: Why wrath defense skill? Can I use any IDs that have wrath defend(evade/counter) or wrath skill?**

Wrath defense skill guarantees you to have wrath at turn 1 (unless the enemy doesn't hit you whatsoever) compared to using skill 1/2/3 which has a chance of not appearing. Of course its better to have both wrath skills and defense.

As for evade/counter. I think evade is fine but counters CAN and WILL mess up your turn, especially due to how slow Yi Sang is, even at UT3+.

**Q: I don't have any sac-able Sinclair**

If you don't have any sac-able Sinclair, you need to bring 1 more wrath unit so you can still fulfil the requirement of 2 wrath + 1 pride skill turn 1.

### **Q: What if I have the wrath defense Unit(s) at low level?**

Then it becomes one of your sacs. So you can remove 1 of the sac (but it will still be 3).

## **Second Strat : Stable Strat**

Stable Strat is a little bit different from the fast strat, trading speed with stability with you farming at the first node at the first floor instead of running it down with Fell Bullet. There's no numbers on how much wrath you should farm. But some estimate to around 10 is enough for your whole run unless you misplay so badly you ran out of wrath mid run even with [Grand Welcome].

With that being said, the units you need to bring are quite similar to fast strat, which are:

1. Yi Sang
  - Reason stated above
2. **3 Pierce Fatal** sac units
  - Minimum HP is based on unit (see above)
  - Sinclair (as always) is not necessary but very much welcomed
3. Several Wrath Units
  - No need for them to be low leveled
  - I personally would use 2-3 units that have wrath on S1/S2.

Keep in mind that yes, you can rotate everybody (except Yi Sang of course) but it requires you around 66 units to fully rotate everybody, including 18 sacs units. That's why I would recommend keeping 2 units as a permanent sacs and rotating everyone

else. Here's an example of the team.



Well, it looks eerily similar to the previous one.... That's because the only difference is how you tackle the resource issue.

Based on the requirement:

1. Yi Sang
2. - BL Sinclair since he's the best sac (for me)
  - R Corp Hong Lu
  - Rosspanner Gregor
3. - Liu Ryoshu
  - R Corp Heathcliff

Keep in mind that you need to rotate 2 of those units to be at starlight neutral, or run this at a loss. Your call.

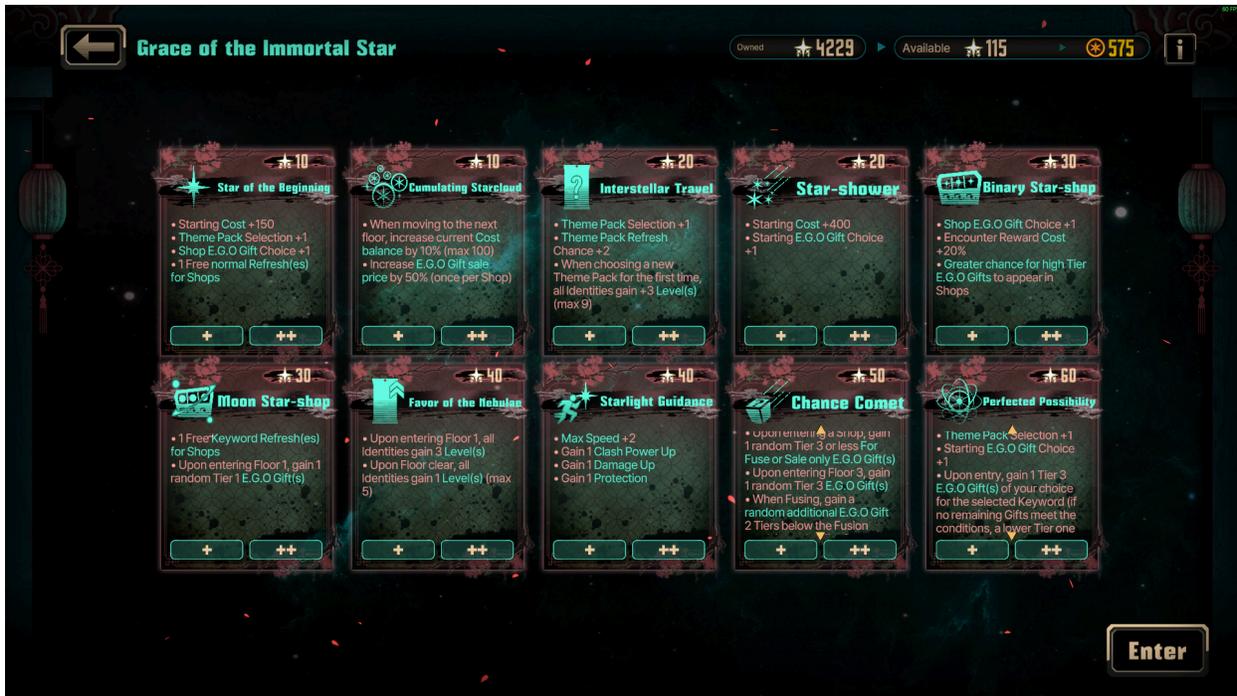
**Q: Can I bring more wrath units?**

You sure can! Keep in mind about the starlight cost thingy though.

# The Buffs

With the release of MD6 and MD6H, we get Gift Search on top of the existing Grace of the Immortal Star and Starting Ego Gifts. This guide is meant to be played with a **neutral starlight gain**, so we won't pick all buffs and claim it's the best way to grind MD6H.

Starting from Grace of the Immortal Star, since we're running in a tight starlight restriction. We figured the best way to utilize starlight is through choosing Star of the Beginning (I) and Interstellar Travel (III), which will cost us 30 starlight. This will make sure we have as many chances as possible to get the packs that we need, which spoiler alert, is pretty specific.



**!!MAKE SURE TO NOT CONVERT STARLIGHT TO COST!!**



As for the starting EGO Gifts, there's not much options here, so we're gonna go with Stone Tomb (poise no 2), since fell bullet still can get poise and more poise = more damage due to Fell bullet's passive.



The reason why it's not pierce instead (or even sinking) is because pierce usually have those weird #x sinner only and except for the tier 4, is not usable for the early floors. Meanwhile poise does.



Make sure to turn this ON to get into the Gift Search menu. YOU MUST search for those two gifts. The reasons are on the top (The Concept). So far, the cost you'll need to spend is 190. 30 from Grace buffs, 160 from EGO gift search. Not too shabby, huh.



There are several EGO Gifts that you want to get, it's mostly covered on the MD6 Guides already but we'll discuss them even further on why they're important, and the order you should get them in.



First up, Stone tomb is the starting ego gift so we can remove that from the list. Then on floor 2 shop, ideally you want to get either Rocks and/or CMCW, which is totally

plausible (and fairly easy) to get. On floor 3 shop, you want to enhance CMCW to CMCW++ and ideally the bleed rock. Nebulizer is pretty optional but it sure does help having more poise on turn 1 so you'll crit and deal more damage. Meanwhile, Devil's share is a luxury, since it will make Yi Sang guaranteed to be first on the upcoming turns. If you get it at the shop on any floors, pick it. The best place to enhance it is floor 3 onwards where you want Yi Sang to move first so you don't have to change the skill before Yi Sang into a defense skill. There are several others that are good, but not mandatory. Like EGO gifts that give damage are mostly appreciated. For the Pierce E.G.O gifts, while they are great, personally it's too much of a hassle compared to their worth so we exclude them from the list.

As for the packs we want, our repertoire is fairly limited. Here is basically what we are currently running. The best node will be in bold.

Floor 1 : **Flat Broke Gamblers**, others is fine (but slower, way slower)

Floor 2 : **Hell's Chicken**, S.E.A (pretty cope and un optimal)

Floor 3 : **Walpurgisnacht 6 Hatred and Despair**, The uncomfoting

Floor 4 : **Line 2 Mobius**, Line 1, Miracle in District 20 Bokgak, Time Killing Time Bokgak

Floor 5 : **Miracle in District 20 Bokgak**, Line 3 Mirrorclock, ~~Line 4 Section 4~~, ~~Line 4 Section 3~~, TKT Bokgak, Line 1.



For floor 1, Flat Broke gamblers is one of the only packs where the enemy is pierce fatal and has low enough hp to be one turned by sacrificing sinclair (x2 pride and pierce). In theory you can do any packs you want but most of it would've need to be 2 turns or even more, especially on bosses. Since it's on the first floor as well, if you don't get it, might as well restart the run to get it.

Floor 2 is obvious. Hell's chicken is the BEST floor 2 pack by far with its ability to consistently give tier 3s EGO gifts all around. Combined with the low HP of the chicken

littles make the run consistent 1 turn every node throughout. Meanwhile, S.E.A is the second choice, but is way worse compared to Hell's Chicken since you don't get the benefit of the tier 3 EGO gifts. But, if you don't get Hell's chicken even after 3 resets, it is a cope alternative (or you can just pack search for it).

At floor 3, KoD pack (Walpurgisnacht : Hatred and Despair) is **THE ONLY PACK**(for now) that only has 1 **fight node for the whole floor**. Less fight means less loading times and even so, the strat is good enough the boss will die in 3 turns (unless you're doing something wrong). It would be faster in any way compared to other packs as well.

With the new TKT Bokgak pack, floor 4 actually has 4 choices now, RR2 Mobius, RR1 pack, Miracle in District 20 **Bokgak** (not the non-rerun one), and TKT (Bokgak or not). RR2 is the best one by far, since its only 1 node and its easily 2-3 turnable as well. With a good team and EGO gifts it's even 1 shottable. For the RR1 pack, you need your Yi Sang to be at 15 SP at the start of the fight since you don't want to corrode too much and risk losing your sac on the previous stages. For Miracle in District 20 Bokgak, it's basically 5 turns, so it's more or less slower than RR1 pack. But the reason why we put this pack further down the line is because this is the most ideal pack for floor 5. So you want to not pick this pack if possible. For TKT packs, while it's the same as other normal packs, the enemies tend to have defense skill up on T1, making the fight faster (and easier) since you don't have to clash. But overall,

RR2 >>>>>>>>>> RR1 > Miracle in District 20 Bokgak >>> TKT (bokgak/normal)

For the last floor for MDH, floor 5, there's actually a lot of choices, depending on how low you are willing to go. As we've stated before, Miracle in District 20 Bokgak is the best one since it's the most stable and easiest pack on floor 5. As for the other RR packs, you need to do more stuffs such as heal SP (15 sp on section 4, 30 sp on section 3), and you need to sell bleed rock on section 4 (science stuff I barely know ngl but just trust me on that). And on RR3 packs you need to have positive sp as well so you don't accidentally corrode. Angels share++ is really important on these packs so you don't get outsped by the enemies, and potentially hitting your Yi Sang. As for TKT packs, it's really cope but the enemies use defense on turn 1 and on TKT event it's guaranteed to get so if you don't want to spend starlight for a pack search it might be an alternative.

Miracle in District 20 >>>> RR3 >> RR4 Line 3 > RR4 Line 4 >> TKT Bokgak

As for the Encounter Reward Cards, or ERC, there are 5 types of card you can choose from, with each of them having 7 Tiers of rewards. But that's not important, what important is what to choose from it.



Personally, I would recommend **getting E.G.O Resources first** if you see your wrath resource is under 5. But if it's above 5, you should always **get starlight as the first option**, since the run is calculated with you always choosing them. And even then, it's barely starlight neutral. Then it's the same as other runs' ERC reward which is cost & keyword gift chance (i like gambling) > random EGO Gifts > Cost. The tier shouldn't matter that much so you can just follow it semi-blindly.

For the rewards you get from each floor, there would be a mounting trial, essentially a buff for the enemy as well. Usually you would choose it based on the rewards itself but in this strat, you choose it based on the mounting trials, since some of the mounting trials will make your run significantly longer. Our personal recommendation is this:

**Offense Level > Base/Final/Clash/Coin Power > Defense Level > Damage Taken/Dealt > HP%**

But of course it depends on the severity of the mounting trials. You would not choose 25% damage taken/dealt, or would you? (please don't). But we personally believe you'll know when to prioritize the rewards and the ego gifts, right? right??

## The Run

### **DISCLAIMER**

While the run will differ based on the team, and the layout of the packs, the "how to" would be still the same regardless. So this would be based on my run but we would cover as many possibilities as possible based on others' questions and confusion ~~so we wouldn't get asked about the same thing over and over again.~~

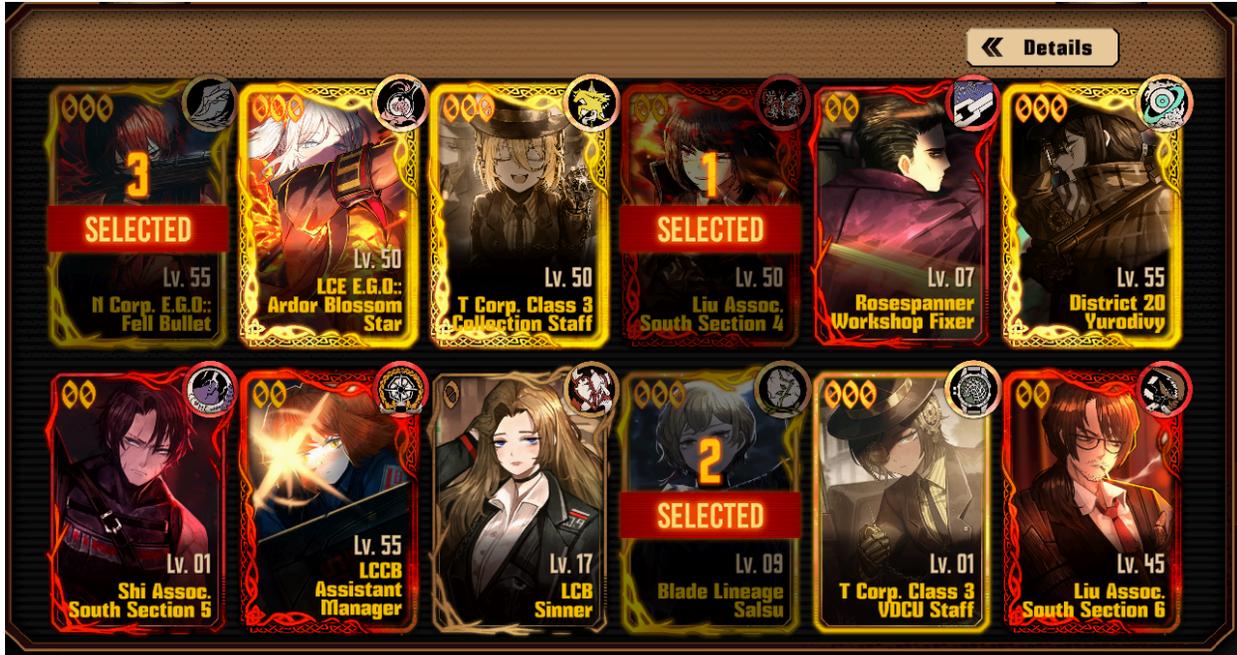
[Click here if you want to watch a video of the run instead.](#)

## Floor 1

You should pick flat broke gamblers whatever the reward is. While there are multiple routes, there are only 1 clear route that you should pick right now, which is middle -> bottom. The reason why is while the top -> top is basically the same nodes, which is 1 event (?) node and 1 encounter node. But the top route's third node will only have 1 branch compared to the bottom's node which has 2 branching routes. More route = more opportunity to get event nodes = less time spend.



So, it's the first fight. What to do? For the fast strat, this is what you're supposed to do. Pick the units that have wrath defense skills (Liu Ryoshu and BL Sinclair) and Yi Sang. If you don't have bl, base, or ones that generate wrath/pride Sinclair, you will need to bring another one of the wrath defense units such as LCE Faust.



In this node you NEED to do 2 wrath skills (defend counts) and 1 pride skill so you get enough resources for Fell Bullet next turn. This is what I like to do, using shields and counters to guarantee the resources and getting hit for the sac unit. If your Yi Sang has S3 in his bag, you can use S3 instead of the counter since he will get SP, hence making it harder for him to (naturally) corrode. If your Ryoshu Defense is not wrath, she is not at UT4 and you should be ashamed.



For the second turn, you should have enough resources to do just enough for one fell bullet, which you should absolutely do in the fast strat.



What I would do is to use fell bullets, and change every other unit's skills into defense except for Sinclair (since he's counter) if you're scared of him hitting the counter and ruining threads damage.



There's some situation where Sinclair (counter) can get hit first and then counter the enemy hit and proc [Sharp Needles and Threads] instead of Yi Sang and there's not much you can do about it for now except for either you reset or deal with it. If you were to continue, you can farm wrath while killing the rest slowly, so it's not the end of the world.

There is also a scenario where the sac doesn't die from a fell bullet due to awakening damage is not enough (and you're not using Sinclair). You can continue to farm wrath but you can prevent this by looking at your allies HP on turn 2. If it's not Sinclair, they would need to be lower than 73 hp, or staggered.

For the slow strat, you can bring all your wrath hitters here with 1 sac, doesn't need to be Sinclair. In this node you will farm as much as wrath as possible during this time, or you can just farm around 10 wrath and then use Yi Sang's Fell Bullet to finish the farming. Usually I end the fight on the 4th-5th turn mark.

For the next routes, the answer is obvious. Top -> Top. We are lucky to get the event node on the top so even if you choose the top route first, you will not get punished. But if the bottom node right to us is an event node, you will get 1 more fight if you choose the top route, making your run slower (and forcing you to revive on shop node).



This is a problem with the fast strat. We are running out of wrath resources since we are getting real unlucky with [Grand Welcome], getting 0 wrath from it from a  $((\frac{1}{6} + \frac{1}{6}) \times 6)$  chance to get it. But that's not the end of the world since you have your wrath farmer still alive and can just do the same thing on the first node, which is getting wrath enough for a Fell Bullet. You could also farm them instead now if you have a lot of units that have wrath skills.



This is what happened on turn 2. I have 4 wrath so I can do Fell Bullet for this turn and next turn. You can also farm for more but in this specific scenario, my Outis is low and is targeted by the enemy so I opted to use Fell Bullet now. In this case, I use awakening since i have a lot of allies and using corrosion have the chance to hit allies instead of the enemies, making some of the enemies stay alive.

But if you don't have this wrath problem, you can just use corrosion on the first floor instead and kill them all in 1 turn. DO NOT bring other units other than 1 sac + Yi Sang.



On another run, if you have more fights, you should just use corroded Fell Bullet and kill 'em all in 1 turn. Yi sang being at -45 sp does not matter as long as you kill the enemies in 1 turn.

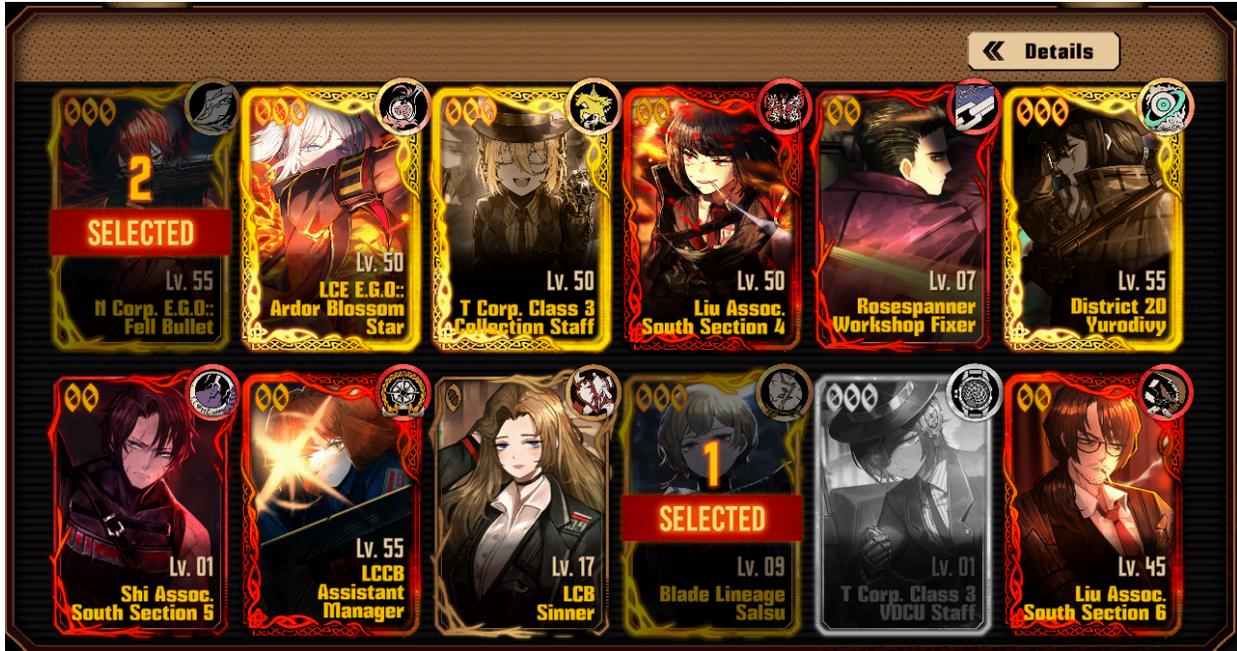
Then it's the shop, in this shop there's not much you can do at the moment. If you use Sinclair before, this is a good time to revive him if you want a chance to 1 turn on Aida (the boss).



Other than that, only spend your cost (and refresh once or twice since it's free) to search for:

- Devil's Share
- Carmilla or Eclipse of the Scarlet Moths for 1 turn Aida regardless of who the sac is (does not need to revive Sinclair)
- Tomorrow's Fortune for a better ERC.
- Tier 2 or 3 EGO gifts for fusion fodder.

Do not enhance both the stone tomb and angel's share (if you get it) right now since they do not offer value at the moment.



Then it's time for the boss. If you revive Sinclair, you should put Sinclair(or other sac) on number 1 and Yi Sang on number 2. The reason being if you did not kill the boss in 1 turn and you don't want to reset and Yi Sang is at -45 SP, you don't waste resources on having 2 fell bullet on the second turn. Even if you are not on -45 SP, Yi Sang will have 2 slots and anything you do, unless all the enemies are staggered, the skill that is not Fell bullet will move first and make the run even longer.

But if you use Sinclair as the sac, a tail -> tail Fell Bullet will kill everyone. (note : it was supposed to but on my recent tests I need pride res to 1 turn the fight or it will just be a 2 turner, Shi need more tests, maybe not reviving Sinclair is fine).

I think double tail fell bullet with 2 pride res should be able to kill in 1 turn.

Moving on to the mounting Trials, I have explained it before on [The Buffs](#) but in this case I will take Hellterfly's Dream (IV) and Blue Zippo Lighter (II). While the HP% might make future fights harder, I might need EGO resources from wrath. For Hellterfly's Dream, its only 5% damage taken so it's fine and it's a good fusion fodder for me.



The second floor choice is obvious, Hell's Chicken. The route for this is either middle -> top or top -> top, but it will yield the same result anyway.



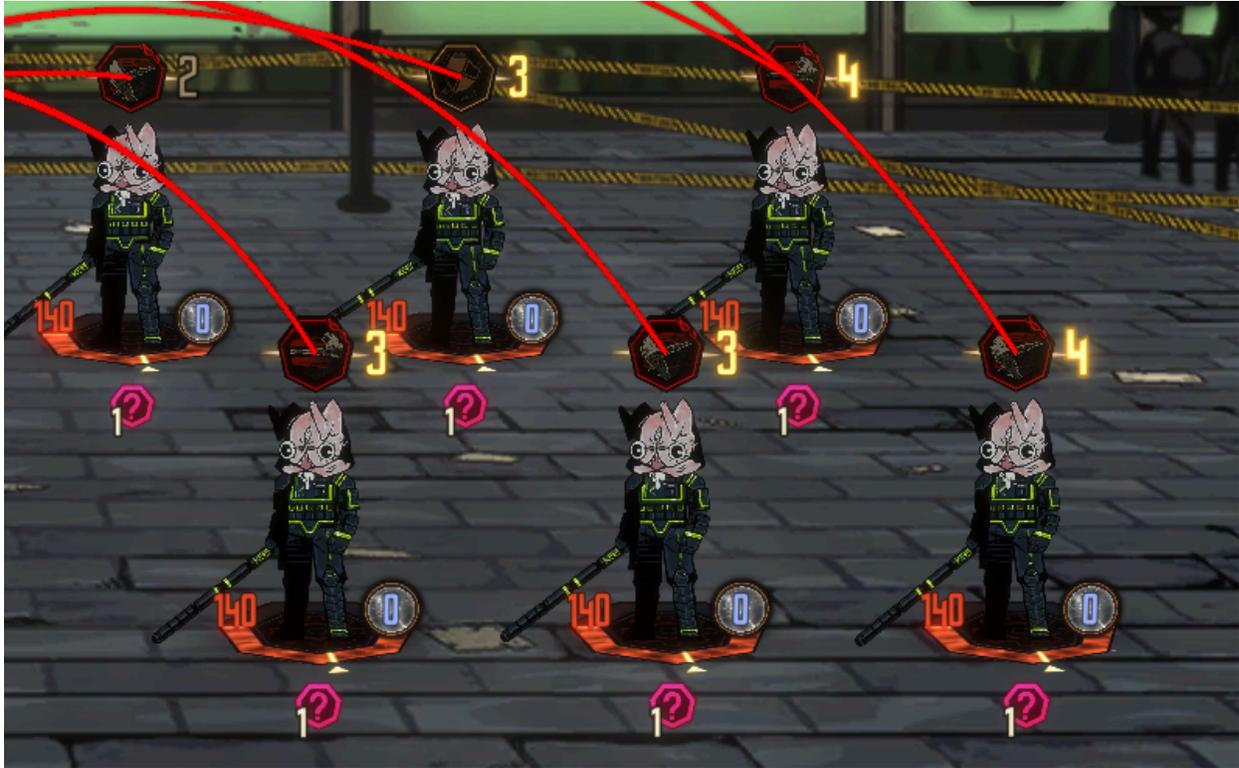
After choosing the first node, it becomes apparent which route is the superior route, which is the top route since it's guaranteed to have 2 branches per node. Keep bringing only 1 sac + Yi Sang and use Corroded Fell's Bullet and it will be 1 turn every fight.



For this, choose top -> top because you need to NOT HIT the risky encounter (the coin icon) since it will be 2 waves of enemy.



There's a type of enemy which cannot be killed in 1 turn, and that is a variant of these employees. The one with the shield has higher HP and unless you get +damage EGO gifts on floor 1, they would not die in just 1 corroded Fell Bullet. There are 2 ways to work around this which is either you bring more sac and do awakening twice, or you will just need to deal with it sadly. But with the K corp employee below, it will be a 1 turn if you corrode.



The rest of the run until the shop should be no problem for you. In the shop, what you want to do in this turn is to craft tier 4 poise EGO gifts. Usually, Poise Rock > CMCW but if you get CMCW it's fine since after this fight you will be at shop again anyway if you choose KOD pack.



I went EXTREMELY unlucky with the shop but I managed to get the poise rock so it will work out fine. In boss, just corrode and it should be an easy 1 turn.



This time around, I'm choosing those since I lack the EGO gifts at the moment, but the optimal choice is the third and the fourth since it's the least HP% buff.

The third pack is the KOD pack, and in the shop what you want to do is to craft the rest of the poise T4 and the bleed rock. I got pretty unlucky in my run so far but you should have all the rocks and CMCW++ at the very least. But I'm pretty sure this is a 2 turn angle for KOD



For the fight, this is the place where you need to bring all 12 units, and put Yi Sang on #7 if possible so he wouldn't need to have 2 slots by any means. What you could do as well is put a tanky unit that you are sure would not die in 1 hit in front of Yi Sang so even if all of the allies gets shot (which you want him to do), Yi Sang will not get 2 slots.

Starting from this floor, if boss = all teams, not boss, 1 sac + Yi Sang.



The fight itself is not that hard. Depending on Yi Sang position, you can try to squeeze more damage out of Yi Sang by having more pride resonance. If you have more pride resonance, You will get more Torn Memory, and more poise, meaning more damage. You can even use pride EGO if you want to give more resonance and deal more damage overall.

**KEEP ANYONE BEFORE YI SANG TO USE A DEFENSE SKILL TO NOT RUIN THREADS**



If your Yi Sang has 2 slots, there's a trick to guaranteeing Fell bullet to hit first instead of the other skill. If you use a counter against an enemy slot and immediately override that said slot with another ally's skill, your counter will be one-way and it will not proc unless the enemy is faster than your Yi Sang and hit Yi Sang first.



If you're unlucky (or don't have CMCW++), it will be a 3 turn instead of 2 but it doesn't matter anyway, and only a short time loss.

The same thing will happen on the 4th floor as well since we will be choosing the RR2 pack. For the shop, this is the time where your EGO gifts should be done already. You can of course get more bonus damage EGO Gifts, but the bare minimum is good enough. Having more will just be better/easier for 1 turning this pack, and 1-2 turning the boss in RR4 packs. Other than that, its not mandatory.



A trick if you want to be fast and don't want to farm other EGO gifts is just to skip all the event nodes so you don't waste time on checks to get EGO gifts.

Moving on to the boss, make sure for anyone before Yi Sang to use a defense skill once again. In this case, BL Sinclair needs to use his defense skill. Otherwise, the rest use a pride skill if necessary to gain more damage



You can be unlucky and Yi Sang Fell bullet will only target 1-5 allies instead of all and you will deal less damage because the more allies we hit, the more target it is, hence more damage. But since Roses slots have weight on them (the three yellow boxes), they can soak up Yi Sang's attack weight.



But at the end of the day, it's 2-3 turns regardless. Just keep corroding and pray for the best. You don't need to use pride res anymore if you have 7 Torn Memory.

On the last floor, if you pick Miracle in District 20 Bokgak, unless you are in dire need of ego gifts (which you shouldn't have), SKIP all of the options because one of them can kill your sac. While it doesn't matter, by playing their game you're wasting your time regardless. If you want to be fast, just skip the shop. But you need to check Yi Sang SP. Make sure he's not corroding since corrosion means you will target allies and not enemies, hence making the fight longer.

In this fight, just keep doing the same thing: everyone before Yi Sang uses defense skill, Yi Sang uses awakening, and keeps repeating it until the fight is done. You could use corrosion on the boss to give more damage just for fun but it's not necessary.



And there you have it. A whole completed run. Yi Sang damage is not 100% because I farmed wrath for a bit on floor 1.



For clearing times, I think my average is around 15 mins, with the fastest being just under 14 mins (unrecorded). The [World Record](#) is at 8:38 but it's with full grace buffs

and starting EGO gifts. I think on average it should be less than 20 mins even if you're learning the strat. We believe it's the fastest team to grind MD atm, even faster than the "rupture" team since if you're good with this strat, getting 15 mins in average is not a hard feat to do.

## TL;DR Strat

- Farm wrath and pride on node 1 (fast strat = turn 2 fell bullet, stable strat, as much wrath as you need/want) then awakening fell bullet.
- Revive Sinclair on floor 1, or if you don't have any damaging ego gifts.
- Floor 1-2 overclock fell bullet to corrode it.
- Floor 3+ : Enemies with lots of parts? Awakening. Enemies with 1 part? Corrosion.
- By floor 3 you should at least have poise rock and CMCW++ (no bleed rock is usually 3t)
- Against bosses try to get at least 3 pride res for more poise + fell bullets.
- Try to revive some units if you sac too much.

## MDI Strats

First of all, does this work on MDI? **ABSOLUTELY.**

There's not much difference in the strat for MDH or MDI, so you will still use the same concept on MDH on MDI. Just keep in mind you will get/search a lot more so you can probably get away with more buff(s) and will still be okay. You can also spend some of the starlight for getting more buffs for the achievements. But, it will be slower than your average fell bullet run.

A proper MDI run (for farming, not for achievement) should be in around 50 mins or even less, with the [current WR](#) (starlight negative) is just under 25 minutes. The big thing to know here is you SHOULD NOT pick any boss that has 1 part only cause it might brick your run (it will 100%) unless you bring a backup team to counter that, such as Bleed/Poise team, or even other teams if you are willing to craft more EGO gifts for the other team to shine as well.

Starlight gain wise, you will get 400-500 starlight depending on how many RR packs you choose (you should choose around 3-4 in most cases), not including starlight you got from ERC. But you can always get more buffs than what we recommend here and take negative SL cause remember, you don't do this way as to farm starlight.

ERC calculation pending from border (WIP)

## Team

The team is still the same, with pierce fatal units. An addition that I sometimes like to bring is Blade Lineage Meursault. His passive that can make him tank a mortal damage is a good addition so he could tank one more time, additionally making your “ammo” 12 instead of just 11. I tried bringing bleed/poise units but both T4 fusion gifts do not matter (that much) for you to make a team around them, especially in this team.

TL;DR, same team as before, can bring BL Meur if you want.

## Bufs

This is the place where you can get a lot of freedom, since if you use the same buffs and strat from MDI, you will get a HUGE surplus of starlight you can use for either grace buffs, new gift search, or for crafting.



The strat that we'll be using is the "low cost" version so you can fine tune it to your liking if you want to farm for achievements, such as the 10+ fusion gifts, 20+ T4 or higher. Keep in mind that it would be HARD (not impossible) to finish the theme pack exclusive fusion EGO gifts. As for the 15+/10+ category EGO gifts, it's even doable on floor 5(6) so you don't need to get hyper focused on that.

This is what I personally would like to use for it. Star of the beginning and Interstellar travel is for obvious reasons (discussed above), while cumulating starcloud and binary star-shop is for you to get more cost. Interstellar travel can be ++ed so you potentially might spend less on pack searchings.



In my opinion, star shower is not as effective as the other grace buffs, with it being only more or less 600-ish cost at the front compared to Cumulating Starcloud gain, and cost you will get from Binary Star-shop. But if you want to hunt achievements, you can take chance comet++ and star shower (although you will run at a negative starlight).

You could always take all of them at ++ for fun, who am I to judge?



For Starting EGO gifts, you will take these 2 but keep in mind, since you start with 0 poise in turn 1, even if you have nebulizer(poise at start of turn 1), **cigarette holder will not work**. So I would just take either and sell them at a shop for profit.



For EGO gifts search, it's still the same. [Grand Welcome] and [Sharp Needle & Thread] are mandatory. If you want to spend 110 on value disposal, you can do that as well. But keep in mind you will take KOD packs on floor 3 and you will search for it anyway, so might as well not take that and pray you'll get them either in the event nodes, from the rewards, or from the shop, because that 110 starlight is A LOT of starlight that you can just use on grace buffs anyway.

Or you can just take them and lose even more starlight, again, who am I to judge you?

For EGO gifts you want to use, it's all the same as MDH. You might want to craft Lunar memory although it's not really necessary, but it definitely is a good thing to have since you will swim in cost anyway. You can always take the normal +damage EGO gifts along the way as well. Like wrist guard (charge), Skeletal crumbs (sinking), and others.

EGO gifts that are nice to have:

- Special Contract (chunk of damage when staggered)
- Carmilla (for mobs waves)
- Eclipse of Scarlet moths (next turn damage, good for bosses as well)
- Cost related gifts (i love money)
- Value disposal (free resources for life)

EGO gifts that are **NOT** nice to have:

- Emergency investigator badge (might not kill your units and fuck your fell bullet, need to swap your sac around)

- Unhatched Embers (RR3 exclusive gift?)

For the floors, its more or less the same as MDH so we will just give you the “most optimum” route instead:

Floor 1 : **Flat Broke Gamblers,**

Floor 2 : **Hell’s Chicken,**

Floor 3 : **Walpurgisnacht 6 Hatred and Despair,**

Floor 4 : **RR2**

Floor 5 : **RR4 Section 4,** RR1, or some random ass packs that you know have 2+ parts

Floor 6 : **RR1,** or some random ass packs that you know have 2+ parts

Floor 7-10 : Time Killing Time, Time Killing Time Bokgak, RR3, Miracle in Christmas Bokgak

Those 4 packs on floor 7 are interchangeable but you want RR3 to be earlier because it’s human fights and you might mess up [Sharp Needle & Thread] and might not kill the enemies without it (you should though). TKT and its rerun are a very easy pack since the enemy has 5 parts on its second phase, and santata is just awakening spam.

For floor 7-10 you want to be at positive SP so you don’t corrode at any time. 0 SP is fine but there’s a 25% chance you will corrode so might as well go with positive, 45 SP is nice. You want to also spam awakening on all of those floors since there’s a lot of parts/enemies anyway and you don’t need to sac (unless you want to).

**ERC is the same as MDH.**

## Q&A SECTION

(will be updated with questions as the guide is being shown to public)

**Q: Is there a difference between Awakening, Overclock, and Corrosion?**

- A: - Awakening will hit 1 ally only and the rest goes to the enemies.
- Overclock will do the same and target 1 ally only unless Yi Sang corroded (does not have the overclock logo at the animation) or if it’s an unstable overclock (where you go to negative resource after using the EGO).

- Corrosion is from -45 SP or there's a chance of corrosion (I think it's 25% on -25SP, 75% on -40SP or something similar) and will target as many units as possible, allies or not.

**Q: Why doesn't Aida die with Sinclair on corrosion double tails? Why sometimes on Chicken they are alive as well?**

A: This is confusing for us as well. Because on some runs, the damage that we calc'ed vs the actual damage is different, and by a lot. We thought it was the support passive or EGO gifts/mounting trials problem but we double checked and it's none of the above. We concluded that there's some inconsistencies that are outside of our realm of expertise and to just deal with it.

TL;DR, we don't know, the inconsistencies are not our fault.

**Q: Why does Yi Sang need to be not in the first slot?**

A: for him to not have 2 skill slots and potentially ruining [Sharp Thread & Needle] and Fell bullet, since Fell bullet (corroded) is unopposed so the second skill might hit first and ruin the bonus damage. For focused encounters you can redirect it (check the run part at floor 3) so you can negate the double slot. But for human fights, you can't and just need to deal with it. So you need for Yi Sang to be like number 6/7 with all tanky units on 1-5.

**Q: Why do we need to manage Yi Sang SP?**

A: for enemies that do not have multiple parts, a big chunk of your damage will be from you hitting allies + [Sharp Needle & Thread] damage. Whereas for a mobs wave fight you want to use awakening so it hits the most amount of enemy possible, and not hit teammates. From our tests, here are some places you want a specific SP.

KOD, RR2 = 0 or less SP

RR1, RR4 section 4 = 15 SP

- At RR1 you want to awakening at first wave (frog), corrode at second wave (KQE), and corrode at third wave for as much as you can (MFE)
- At RR4 you will get healed from the prompt

RR4 section 3 = 30 SP

- 2 waves of awakening Fell bullet then corrode at boss

TKT, TKT Bokgak, RR3, Christmas Bokgak = 15+ SP (45 is fine)

- Full waves of awakening

- On TKT there's multiple wave so you want to bring multiple allies so you can sacrifice a lot of em (or just bring 1 and do multiple fell bullets)
- Last fight has a lot of parts (or enemies) so awakening is better than corrosion

Will be added:

- How to test units if theyre a good sac or not

If you have any questions feel free to ask me (msytic) in discord in either PMCH or my own server. If you want to DM me, please do NOT just start with "hi" or any form of greetings without any context because I will assume you're a scammer or "artist" and I won't bother replying.

PMCH Discord : <https://discord.gg/pmooncommunityfanhub> especially in this channel (Mirror Dungeon 5 & 6 Optimization Team Discussion)

<https://discord.com/channels/718294958573879347/1365379273518616726>

My (msytic) Discord : <https://discord.gg/3at4sgFVaN>