

## Skylords Reborn Community Challenge #1: Script of Winning Duo Speedrun

This script of the winning replay regarding the two-player speedrun competition was created by **LEBOVIN** and contains detailed instructions for the successful completion of the map according to this outlined strategy. The competition map "Into the Jungle1" on expert difficulty was won this way in 15 minutes and 44 seconds.

Player 1 (P1) played by **Pritstift** used this deck:

- |                                 |                                     |
|---------------------------------|-------------------------------------|
| 1. Dreadcharger                 | 11. Furnace of Flesh                |
| 2. Snapjaws (Red Affinity)      | 12. Unholy Power                    |
| 3. Motivate                     | 13. Disenchant (Green Affinity)     |
| 4. Life Weaving                 | 14. Disenchant (Purple Affinity)    |
| 5. Embalmer's Shrine            | 15. Coldsnap                        |
| 6. Construction Hut             | 16. Warrior's Death (Blue Affinity) |
| 7. Frost Bite (Purple Affinity) | 17. Cultist Master                  |
| 8. Shaman                       | 18. The Incredible Mo               |
| 9. Suppression                  | 19. Mutating Frenzy                 |
| 10. Shadow Phoenix              | 20. Protector's Seal (Lost Soul)    |

Player 2 (P2) played by **LEBOVIN** used this deck:

- |                      |  |
|----------------------|--|
| 1. Dryad (Blue)      | 11. Curse of Oink                      |
| 2. Dryad (Green)     | 12. Furnace of Flesh                   |
| 3. Shaman            | 13. Nether Warp (Green Affinity)       |
| 4. Tunnel            | 14. Unholy Power                       |
| 5. Ensnaring Roots   | 15. Cultist Master                     |
| 6. Hurricane         | 16. Healing Gardens                    |
| 7. Surge of Light    | 17. Deepcoil Worm                      |
| 8. Life Weaving      | 18. Frenetic Assault (Purple Affinity) |
| 9. Offering          | 19. Frenetic Assault (Green Affinity)  |
| 10. Breeding Grounds | 20. Blood Healing                      |

All cards used were fully upgraded.

P1 starts with Shadow on tier 1 (T1) and spawns a Dreadcharger and attracts the units of the first camp. Then he spawns a squad of Snapjaws (Red Affinity), which will briefly debuff the attacked enemy unit or building, increasing all damage received by 50%. As far as his energy allows, he spawns more and more Dreadchargers until he has 5 of them.

P2 starts with Nature on T1, spawns 1 Dryad of each affinity and 3 shamans because the starting energy does not permit any more. The Dryad's blue affinity reduces the received damage of all allied units within the radius. The green affinity deactivates effects like the Mark of the Keeper or the alike blessing the King of the Forest Elders has cast on some units. However, she will still be affected by debuffs and cannot attack.

The Dryads are spawned first due to their long spawn animation so that they can be switched to their attack mode Nature's Wrath in time. Afterwards, the first camp is eliminated with the help of the attacks of the nearby T1 monuments. Because of the green Dryad, all units except her can attack the Mark of the Keeper and destroy it. Meanwhile, P1 already attracts the next camp with one of his Dreadchargers.

This camp consists of too many units to kill them efficiently at the same time, which is why by cleverly luring them out only half and the buffed Burrower are fought at once. As soon as the energy allows it P2 spawns a last, fourth Shaman. In this and all following fights the Snapjaws always try to debuff important targets first and then focus them down, while the Shamans switch between targeted attack and healing as needed. The Healing Well will be destroyed first, otherwise, the surrounding enemy units will heal indefinitely. Meanwhile, a Dreadcharger is already attracting the next camp again.

There, all lured out units are defeated, except for the Dryad (and the Spikeroot because it does not move), since the camp respawns only when all units are dead and as the Dryad has no effect, she can be ignored and provides a buffer to destroy the spawn building in time.

The Blue Dryad (only she can use her Bedtime! ability to sleep units within the anti-magic auras) then puts the Spikeroot to sleep to minimize the damage. After that, she will be switched back to attack mode. The Snapjaws are used to strengthen the own damage output of all units. A Dreadcharger may die here so that P1 has enough energy to take one available well of the camp once it is cleared. The camp is defeated just in time for P2 to take the other well as soon as possible (minute 2:30 first well taken by P2). Afterwards all units will be quickly healed back up by the Shamans and/ or the wells' proximity healing.

P1 then lures out the three Fathom Lords from the next camp with his mobile Dreadchargers. Once they are lured out far enough P2 uses Ensnaring Roots to root them in place. Being careful not to attack anything or anyone from this camp, it is then skipped completely. P1 (re-)spawns one Dreadcharger on his way.

P1 then directly attracts the next camp, taking care not to leave the protective Dryad auras. The whole camp will be eliminated as fast as possible. Due to the effect Gifted Genius Loci of the green Dryad, the poison of the Spirit Hunters does not cause any damage. In this camp, a Dreadcharger may die, optionally by motivating. P1 (re-)spawns one Dreadcharger.

After that P2 runs directly towards the Healing Well of the next camp and tries to attack it with all of his ranged units, P1 closely behind. The Strangleholds here are rooting with an extremely high frequency and this is the only way some Dreadchargers can get within attack range to finish off the Healing Well. The Snapjaws assist in the destruction of the buildings. All the Windweavers are kept in check with a total of two Hurricanes and are killed in parallel. A Dreadcharger is motivated here as well. Meanwhile, P1 is building his first Embalmer's Shrine at his T1 orb (as there the building speed is increased), so that it is ready for use later, due to its long initial cooldown timer. After that, all units will be healed back up to be ready for the next battle at the tier 2 orbs.

Then P1 runs with all his units to the buffed Razorleaf and attacks it. P2 uses Hurricane to minimize the damage dealt by the surrounding Windweavers. By skillfully controlling the Dreadchargers, the Razorleaf's attack can be dodged and hits right between them and the slower moving Snapjaws and units of P2. The blue dryad is switched back to Sleep Mode and puts the Razorleaf to sleep. The Living Tower's shot is either completely dodged or absorbed by two units to avoid one Dreadcharger getting one-shot. The most hit Dreadcharger is then motivated and all units focus on the Razorleaf. As the tower shoots again, a preventative heal heals all Dreadchargers to full health so that none can be one-shot. The blue Dryad is then switched back and all units focus on the tower, so it gets destroyed before it can shoot again. As there are still some Windweavers alive there is no danger of a respawn and the spawn building will be destroyed first, both players bring a unit close to the T2 orb to build it as soon as possible. This happens at minute 5:55 minutes, which means that both players get access to their T2 at minute 6:25. P1 takes a frost orb and P2 a shadow orb.

P2 then sends the blue Dryad to the very north before the next camp with many towers and Spikeroots for the soon needed ground presence and the green Dryad to the upper left to the decoration statue to build a Breeding Grounds as soon as possible. P1 will build a Furnace of Flesh there as soon as possible, slightly offset to the left.

Meanwhile, the Shamans heal the Dreadchargers back up, so that two can be consumed and strengthen two others by using The Reaping and their bound energy already starts to flow back. As soon as P2 has enough energy he will build another Breeding Grounds further north and send the blue Dryad back. The blue one is taken intentionally because it arrives back slightly delayed and the green one which is already in position can be used to avoid the Mark of the Keeper aura at the two energy wells. Shortly before the Furnace of Flesh is finished, the same Dreadchargers will use their ability again to allow the earliest possible void return and to have corpses in position for the almost finished Furnace of Flesh. As soon as these have been collected by the finished Furnace, P2 sacrifices his 4 Shamans for even more Void Power return, especially for P1, so that he can spawn 4 Shadow Phoenix. Because they were spawned at Breeding Grounds, less energy is permanently lost after their Crash Dive and less has to be recovered from the void. Now the green Dryad runs into the camp in order to slightly lure the units out, so that their corpses are still near the Furnace of Flesh, but not too many so that at least the 4 phoenixes come back by Reincarnation in combination with the Embalmer's Shrine P1 activates. The buffed Dreadchargers finish off the Primal Defenders and both players take one well each (minute 7:40).

Once the wells are taken, P1 builds another Embalmer's Shrine at his T1 orb. Then P2 spawns continuously Dryads within the range of the Furnace of Flesh and kills them to allow P1 getting his Void Energy back in order to spawn more Shadow Phoenixes. This way five plus the initial two dryads are all sacrificed, which allows P1 to have 7 Shadow Phoenixes, the eighth he can spawn on his way up north at the next Breeding Grounds. This way all units are spawned with reduced cost and reduced permanent energy loss. The Furnace of Flesh and the lower Breeding Grounds are destroyed afterwards.

At the next camp with the many towers and Spikeroots, one of the buffed Dreadchargers is used as a distraction for the tower shots so that no phoenixes are lost. The Crashdive of the 8 Phoenixes destroys the whole camp in one shot and due to the usage of the second Embalmer's Shrine all phoenixes get reincarnated. P2 is already spawning five more Dryads (three of blue affinity and two of green affinity) and is running to the next camp as fast as possible. P1 spawns another Dreadcharger and another Phoenix and then the Breeding Grounds is destroyed as well.

The Dryads of P2 will then be rooted by the Strangleholds at the next camp outside of their attack range. The phoenixes fly on a direct course towards the two Strangleholds and Mark of the Keeper and at the right moment, a green affinity Dryad is spawned by P2 at the outermost edge of the Mark of the Keeper, which allows the Shadow Phoenixes to Crashdive again. At this point, P2 has a balanced Dryad ratio of three of both affinities. The phoenixes destroy the remaining Amazons quickly. Timing of the Embalmer's Shrine is important so that no phoenix is lost, due to insufficient amounts of corpses.

All six Dryads are then switched into attack mode and P1 spawns his tenth Shadow Phoenix. This is possible because all Phoenixes were made void less by the coordinated attacks. The Dryads are then sent as clumped as possible to the top left of the map, similarly the Phoenixes follow except for one, which targets the Windweavers at the Healing Well. All others simultaneously target the Mark of the Keeper. This Crashdive practically wipes out the entire camp. The broken remains of the Abyssal Warder are held in place by P2's Ensnaring Roots and thus lose their combat status and stay there indefinitely. Other remaining units are taken out by the Dryads, which is why they had to go into attack mode before, as a nearby Mark of the Keeper prevents them from changing mode. Depending on

damage dealt before the massive Crashdive, different numbers of Dryads or Dreadchargers die, so P1 has to have at least 2 Dreadchargers to ensure his ground presence. P1 then takes the upper well (minute 10:00) and as soon as the Primal Defender is destroyed, P2 takes the next well (minute 10:15). P1 supports by spawning his Snapjaws again. He has to be careful not to lose phoenixes by an accidental second Crashdive. After the camp is completely cleared, Surge of Light or Respanning is used to restore a large enough health pool of ground units to attack the next camp.

After that the Dryads walk forward, again into the range of the Mark of the Keeper of the next camp and the phoenixes attack it, surviving enemy units are enchanted with Curse of Oink. With a second Crashdive of all phoenixes, the Mindweaver to the right, the spawn building, as well as all other enemy units are destroyed. P2 can now take his T3 orb at minute 10:57. With united forces, the remaining Mindweaver on the left is destroyed. It is important that a player does not lose all of his ground units, otherwise the ground presence of the players would be gone, but as soon as his survival is guaranteed all but one of a player's units should be manually killed to increase the void return for timely orb taking. Also, the activation of the Embalmer's Shrine must be kept in mind.

Before taking his T3 at minute 11:06, P1 spawns a Construction Hut in between the two orbs so that the hut is finished in time before the players reach T3. Both players build a shadow orb as their third monument. Right afterwards P1 destroys his two Embalmer's Shrines as they are now only binding void and no longer needed. P1 can also kill his remaining ground unit but keeps the void less Shadow Phoenixes as a later method of returning Void Energy at nearby Furnace of Flesh. P2 keeps a Dryad as ground presence to build buildings outside his orb range.

Once the Construction Hut is finished, P2 builds a Breeding Grounds, then two Healing Gardens and a Furnace of Flesh and finally a tunnel within the radius of the hut, thus all buildings are cheaper. The order is also important, first the Breeding Grounds as it is needed once T3 is reached and can be built while still being T2. Then the Healing Gardens because they have the biggest cost-saving and this is applied directly during construction, leaving enough energy for other buildings. P1 is also building a Furnace of Flesh and The Incredible Mo. As soon as the Furnaces of Flesh are finished, phoenixes are navigated to them and sacrificed to get back void energy. As soon as all buildings are finished the Construction Hut will be destroyed. It is important that there is some kind of corridor between the buildings so that later units can move freely between them. Both players then spawn three Cultist Masters, because they spawn enough nightcrawlers with their activatable ability so that they can be collected by the Furnaces of Flesh before the corpses disappear and are also the most reliable and controllable form of void manipulation but are a bit more micro demanding. P1 then spawns a Mutating Frenzy and places it at the Tunnel still within reach of the upper Healing Garden to benefit from the aura healing and starts stacking from now on. The Benevolent Mo (yellow) is activated as it allows units to ignore the root effect of the Strangleholds. P1 then destroys his T3 and switches to a nature orb. P2 spawns a Deepcoil Worm and starts to move along the path right through the camps heading south-east.

Here it must be said that the time of 12:25 when the Deepcoil Worm starts to move is relevant. Depending on how well it went before that, one may be able to start moving the Deepcoil Worm earlier, but then it will be close with players energy later in the game, hence as long as you can start at 12:25, being slower on some parts beforehand is no longer relevant.

Regarding the Deepcoil Worm, it must be noted that it very often gets bugged on its way, and therefore must be maneuvered very carefully in order not to become fatally stuck. Skillful steering allows the Deepcoil Worm to maneuver in such a way that it avoids area of effect damage by diving down just in the right moment. Nevertheless, it must be constantly buffed by both players depending on how much energy they have by using Life Weaving and Unholy Power or both at the same time ("Double buff").

As energy is scarce, P1 must then reduce to two Cultist Masters and spawn Shamans with the remaining energy to protect the Mutating Frenzy. This is also the moment when the initial cooldown of the Healing Garden is over and until the game ends P2 has to constantly switch activation between the two to double the healing to the Mutating Frenzy and the Deepcoil Worm. The Mutating Frenzy is kept alive by eventually 6 Shamans and the Healing Garden's proximity aura, the Deepcoil Worm is only kept alive by casting Surges of Light.

So, the first 2 camps after T3 will be skipped and when arriving at the camp before T4 the Deepcoil Worm is then double-buffed by P1 for the first time and P2 activates the Cultist Masters (but does not actively kill the Nightcrawlers) and activates the Healing Garden for the first time. After the camp, the Deepcoil Worm is healed once and P1 who has spawned his six Shamans now does not need the Breeding Grounds anymore so P2 destroys it. The Shamans will then be placed far north of the T3, so that they do not neglect the Mutating Frenzy and do not want to heal the Cultist Masters at the Furnaces of Flesh instead. P1 then destroys his orb again and switches to a fire sphere. Meanwhile, P2 has to give the Deepcoil Worm the command to turn back at the perfect time to attract the units of the T4 camp and lure them out of the Mark of the Keeper range but avoids this way being paralyzed by the Grove Spirits. Furthermore, it is now his task to give the Deepcoil Worm a new Life Weaving and as soon as the Grove Spirits have left the camp, fixate all units with Frenetic Assault and thus distract them from the Deepcoil Worm. This way the Deepcoil Worm can freely pass through the camp and must then be healed, and Life Weaving prepared for the next camp, which is also distracted off the Deepcoil Worm by casting the other affinity of Frenetic Assault.

Meanwhile, P1 stacks the Mutating Frenzy and P2 continues to activate the Healing Gardens. Both players continue to return Void Energy as needed. P2 then has to spawn another Cultist Master. After the next camp, which hosts the single Viridya, which is simply passed through by buffing and if necessary, disenchanting (sometimes the Viridya casts a Curse of Oink), the next camp with the many Grove Spirits will be Frenetic Assaulted again, which just comes off cooldown. The Deepcoil Worm has to be buffed and healed here according to his health bar.

The next camp in front of the big wall is simply ignored and the Deepcoil Worm heads directly towards the wall, as far left as possible.

It is preventively green disenchanted by P1, because the four Viridas with their crowd control spells can mean the end of the Deepcoil Worm and a Mark of the Keeper prevents the Deepcoil Worm from being targeted by a spell later. Then using the green affinity Nether Warp, the Deepcoil Worm is teleported over the wall, as he is shortly not targetable the Healing Gardens enhanced Nether Warp heal keeps in combination with buffs keeps him alive. The teleport also is used slightly delayed to all ranged units on the other side of the wall to shoot once to his original location and thus miss as the Deepcoil Worm then reappears on the other side in the right moment. P2 then uses the green Frenetic Assault on the second Living Tower from the left which will cause all enemy units to attack a stationary structure, which cannot follow the Deepcoil Worm, thus staying in place and not attacking the Deepcoil Worm. P1 now uses Protector's Seal (Lost Souls) so that all the nature units in its radius do not deal any damage to the Deepcoil Worm and the tower, hence further ensuring nothing follows the Deepcoil Worm to the last camp. P2 additionally heals the Deepcoil Worm again.

Now the Deepcoil Worm has arrived at the last camp which also contains the end boss the King of the forest Elders.

The Deepcoil Worm is now being ordered to attack the front left Shrine of Memory to draw out the front units. As soon as the Grove Spirit is in range, everything is fixated with Frenetic Assault. To avoid a collision with units in this critical location the Shrine of Memory is attacked until it is destroyed

because logically no units can clump there, and the Deepcoil Worm can pass. To be on the safe side it is buffed and disenchanted because a Mark of the Keeper prevents later spell casting. The Deepcoil Worm then stays on the very left side to alert the southern units as late as possible. As soon as this happens, P1 freezes them with Coldsnap and P2 uses Curse of Oink to transform the Grove Spirits.

The Deepcoil Worm is now switched into Drill Tunnel mode and then set as the Tunnel Exit, absorbing the dangerous tower shots of the many Living Towers, P1 can suppress them if necessary. In the base, the Mutating Frenzy is then double-buffed, which also reduces its now very high stacked (~22 times) self-induced damage. Then it is sent through the tunnel at the T3 orbs. With Surge of Light and active Healing Gardens, the Deepcoil Worm and Mutating Frenzy are fully healed. Then Blood Healing is applied to the Deepcoil Worm which constantly sacrifices its life points into healing for the Mutating Frenzy.

In addition, the Mutating Frenzy is then disenchanted by P1 and Warrior's Death further reduces incoming damage and provides immunity to crowd control of the King of the Forest Elders or the Grove Spirits. At this moment the Coldsnap freeze ends and P2 uses Frenetic Assault to refocus all the enemy units, while P1 uses Frostbite on the Forest Elder to increase the damage it receives and starts to attack with the Mutating Frenzy. Heals from P2 keep them alive and with 2 strikes the end boss is killed and the map is won immediately.

It was played according to the rules of the Community Challenge #1 without Amii Monument, Enlightenment, Wheel of Gifts, Nightguard and Mark of the Keeper - and additionally entirely without T4.

Strategy development by Pritstift and LEBOVIN, as of December 2019.