

# Sadida Guide

Version 1.83, made by Mawoos



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# 1. Base mechanics



# 1. How does it work?

Summons are the Sadida's main tools.

Sadida can fill multiple roles and has great versatility

Sadida has an inherent passive that grants the following effects:

Regens 1WP at the end of each turn

Unlocks the following spells on the 3rd bar:

- Seed
- Ultra-Powerful
- Voodoll



## 1.1 Seed

- The Seed spell will summon a seed if casted on an empty cell. This seed can turn into a tree or a doll.
- Seeds don't occupy the cell, which means players can walk over them normally. However, seeds won't be able to transform if their cell is already occupied
- At the end of every turn, seeds will gain +1 nettled level (max. 4)



## 1.2 Trees

- Trees can be summoned by casting the Seed spell on an already existing seed on the field. The Sadida will gain +1WP each turn per tree on field (max. 2)
- Trees are permanently stabilized. They possess 20% of the Sadida's max HP and the same elemental resistance
- Around each tree, there's a square AoE called plant blessing, which grants a bonus of 20% heals performed and 20% armor given
- Trees gain +1 nettled level at the end of each turn, the same as seeds (max. 5). Trees will gain 5% HP and 5% plant blessing bonus per level





Fireflies around trees and seeds indicate their level of nettled in a visual way

## 1.2 Dolls

- Dolls are summoned after casting determined spells on a seed
- The dolls' elemental mastery is based off the Sadida's highest mastery element plus the highest between distance and melee (which is also converted to elemental). The other secondary masteries are applied without modifications. Dolls have the same elemental resistances as the Sadida (with slight variations of +50 or -50 on each doll type)
- There are 5 different doll types, and each type has 2 varieties (10 varieties total). There can only be up to 3 dolls simultaneously on field and their type cannot be repeated
- Dolls gain +1 nettled level at the end of each turn, the same as seeds (max. 5). Dolls also have a native spell that allows them to turn back into seeds





## 1.2.1 The Greedy

The Greedy has a damaging spell. This spell can be casted 2 times per target, with a range of 1-3 in a straight line. The Greedy cannot lock.



Variety 1: Vaporize (hydrated) → Duplicates the base dmg of its spell



Variety 2: Sudden chill (cooled) → Its spell applies -50 Res. to the target

Nettled: Gains %damage inflicted, AP and MP



## 1.2.1 The Greedy



HP: **30%** of the Sadida's

MP:

**3** - **4** - **4** - **5** - **5** - **6**

AP:

**6** - **7** - **7** - **8** - **8** - **9**

damage inflicted:

**0** - **20** - **40** - **60** - **80** - **100%**

nettled level:

**0** - **1** - **2** - **3** - **4** - **5**

## 1.2.2 The Inflatable

The Inflatable has a healing spell. This spell can be casted 2 times per target, with a range of 1-4. The Inflatable cannot lock.



Variety 1: Sadida's Tear (tenderized) → Its spell gives a 15% damage inflicted buff to the target



Variety 2: Compost (compost) → Its spell grants +1MP to the target

Nettled: Gains %heals performed, AP and MP



## 1.2.2 The inflatable



HP: **30%** of the Sadida's

MP:

**3** - **4** - **4** - **5** - **5** - **6**

AP:

**6** - **7** - **7** - **8** - **8** - **9**

heals performed:

**0** - **20** - **40** - **60** - **80** - **100%**

nettled level:

**0** - **1** - **2** - **3** - **4** - **5**

## 1.2.3 The Block

The Block has an attracting spell that pulls target into contact. This spell can be casted once per turn, with a range of 2-3 in a straight line. The Block inherits the Sadida's dodge and converts it to lock. The Block cannot be locked.



Variety 1: Mudoll (muddy) → Applies -2PM to enemies in contact at the end of its turn



Variety 2: K'mir (punchy) → Unlocks k'mir spell

Nettled: Gains lock, elemental resistance, and range for its pulling spell



## 1.2.3 The Block



HP: **40%** of the Sadida's

MP: **3**      AP: **6**

Additional resistance:

**0 - 30 - 60 - 90 - 120 - 150**

Additional lock (% of the level):

**0 - 50 - 100 - 150 - 200 - 250%**

Inhaling range:

**3 - 4 - 5 - 6 - 7 - 8**

nettled level:

**0 - 1 - 2 - 3 - 4 - 5**

## 1.2.4 The Madoll

The Madoll as an MP and Range removing spell. This spell can be casted once per target, with a range of 1-5. The Madoll cannot lock



Variety 1: Woodland Stench (nauseating) → Its spell applies Toxins to the target



Variety 2: Gust (windy) → Its spells becomes an AoE of a cross (size 1)

Nettled: Gains range for its spell, and increases the MP and Range removals



## 1.2.4 The Madoll



HP: **20%** of the Sadida's

MP: **6**      AP: **6**

Irritation range:

**5** - **6** - **7** - **8** - **2** - **10**

Irritation MP removal:

**1** - **2** - **2** - **2** - **2** - **3**

Irritation Range removal:

**1** - **1** - **1** - **2** - **2** - **3**

nettled level:

**0** - **1** - **2** - **3** - **4** - **5**



## 1.2.5 The Sacrificial doll

The Sacrificial doll as an explosion spell. This spell causes significant damage to enemies in contact and sacrifices the doll. The Sacrificial doll cannot lock.



Variety 1: Bramble (prickly) → Increases its nettled level after receiving damage



Variety 2: Wild grass (roots) → Its spell will also remove MP according to its nettled level

Nettled: Gains HP, and duplicates the damage of the explosion



## 1.2.5 The Sacrificial doll



HP: **10%** of the Sadida's

MP: **2**      AP: **6**

HP gain:

**0** - **5** - **10** - **15** - **20** - **25%**

Kablooie base multiplier:

**1** - **2** - **2** - **4** - **4** - **8**

Kablooie MP removal:

**0** - **1** - **2** - **3** - **4** - **5**

nettled level:

**0** - **1** - **2** - **3** - **4** - **5**

## 1.3 The Ultra-Powerful

Casting the Ultra-Powerful spell will sacrifice all dolls on the field and fuse them together into one single doll, combining their powers while also taking into account their nettled level. There can only be one Ultra-Powerful per team. The Ultra-Powerful cannot gain nettled level or turn back into a seed

Sacrificing dolls to create the Ultra-Powerful allows the Sadida to continue summoning dolls and even summon the types that were consumed to create the Ultra-Powerful.

Unlocks an additional spell that causes earth damage in a cross AoE



## 1.3 The Voodoll

Casting The Voodoll spell will create a Voodoll linked to the target. The created Voodoll is placed in front of the Sadida. The Voodoll's link applies a permanent effect to the target until the Voodoll dies. Max. 1 voodoll per team (or 2 with the Wild Whispers passive spell)

- On allies: Voodoll blessing → +2MP, +50 elemental resistance
- On enemies: Voodoll curse → -150 elemental resistance

Unlocks the Totemic Ritual spell, which can be used to swap positions with other dolls or give armor to targets under the tree's plant blessing AoE



## 2. Healer Sadida



## 2. Healer Sadida

As a healer, Sadida provides decent healing thanks to their base spells and dolls, as well as being able to grant interesting buffs such as MP, damage inflicted or elemental resistance

The spell Toxines leaves an effect on allies which heals them passively and grants them +50 elemental resistance for 2 turns

Sadida has a very strong revival spell, as it does not share the line of sight, long cooldown or linear restrictions found on other healer's revival spells. It also grants some additional armor to the target. The only drawback is a -100% armor received debuff that will last 1 turn.



## 2.1 Sample deck



938-930-914-931-922-915-918-928-934-7054-919-5057-8152-4959-917-916-7053-913

### 3. Annoying Sadida





### 3. Annoying Sadida, or “tank” Sadida

Tank Sadida’s gameplan consists of impeding the enemy’s movement as much as possible

Tank Sadida’s main strengths are the strong MP, Range and Resistance. removals; utilising both dolls and base spells. Apart from not allowing the enemy to play, these Sadidas can also buff their allies consistently, and control the whole map with their positioning tools



## 3.1 Sample deck



938-927-914-937-919-5623-928-932-930-7054-934-5057-8154-916-5237-5145-7053-5058

## 4. Damager Sadida



## 4. Psycho Sadida

Sadidas have huge damage potential thanks to their high poison damage as well as their dolls' base damage output

The psycho Sadida's main poison tool is Toxines, a stackable poison that deals light damage at the start of the target's turn. It can stack up to 200% of the Sadida's level. Other spells like Poisoned Wind or Woodland Stench apply additional poisoning effects

On the other hand, the Greedy doll has a big sustained damage output; while the Sacrificial doll has a huge burst potential that scales exponentially. The Sadida's destructive potential is huge when combining all its different tools



## 4.1 Sample deck



938-927-914-918-919-8139-932-930-921-7054-934-5057-5055-933-8155-8150-8152-5234

# 5. Recommendations



## 5.1 Pros

- Low AP demand

As soon as the dolls invade the field, Sadidas themselves don't need to spend that many AP, allowing them more flexible building

- Great versatility

They can play multiple roles at once unlike other classes, making them a jack of all trades. It's a PvP nightmare

- Map Control

Dolls can distract enemies, impede their movement and expand the Sadida's area influence to the entire map, similar to what Masqueraiders do with their clones



## 5.2 Cons

- Huge WP demand

One must learn how to handle it correctly on field and take it into account when building a Sadida. A Feca on your team will always be a good partner

- Lower healing potential than Eniripsa

Although Sadidas shine in their damage and annoyer roles, their raw healing potential can't be compared to that of an Eniripsa (at least for today). While Sadidas have good healing ability, as all-arounders, their heals cannot meet the power of a single-focus class like Eniripsa.

- Dolls require game knowledge and an ability to read map states

Losing one doll can be detrimental since they take a few turns to gain nettled, especially the Ultra-Powerful. There's also many fights where having a lot of summons on the map can be more annoying than anything (E.G: Shadowfang or Rushu)





## 5.3 Tips and Tricks

- Play around your advantages

The low AP demand allows you to invest in other helpful stats, such as MP, Range, Resistance and WP. In my case, I play 10AP Sadida and it's more than enough

- Find teammates that help you cover your weaknesses

As mentioned before, Fecas and Eniripsas are still great supports for you and the rest of the team

- Practice set-ups, doll combos and adjust your deck to your preferences

Remember Sadidas can fulfill multiple roles at once and shift their playstyle if required

## 5.4 My current deck (ORIENTATIVE)

I'm currently playing a damager sadida, with the ability to heal occasionally

My first 3 spells on the second bar represent the 3 doll combination I'd choose for the Ultra-Powerful (this is the same on every sample deck)

This passive spell is situational, as I could always replace it if I prefer removing MP instead of applying more Toxines



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934-5057-5055-933-8155-8150-8152-5234

# The End :)

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