

# Introduction

For a long time there was an idea to write a guide on the offline farm of gems. The text will be very long, so I warn you. I didn't find much information in general about the farm and in particular, you know some kind of general information, and I myself faced a problem when I started playing BB years ago that I had to find out everything myself, googled it, ask more experienced players. The game is very unfriendly in this regard.

So I hope that beginners will find it useful, regardless of whether they play online or offline, as well as experienced players who can correct me, argue about something.

I will try to explain how to start, what to do, explain all possible drop from mobs and bosses and where to apply it, possible problems, in a word, everything you need to know in general about gem farming, share my own experience. If you are new to diving into dungeons, have received your platinum trophy, but want a little more from the game, then this is for you.

Where to start? Probably with answers to some questions.

Q. "Is offline farm of gems possible?"

A. "Yes, it is possible. But the process is much more painstaking and takes much longer than when playing online, and when I mean "more time" it really means a lot. This may scare off newcomers, I do not argue, but here I am powerless, the decision is entirely yours. If you enjoy the game, you can have a lot of fun, unlock the potential of your build and take full advantage of the game's features, as well as get disappointed because of the RNG element"

Q. "Is it possible to get the best gems offline?"

A. "Yes. But with some reservations. Offline farm is the so-called "Vanilla" farm, that is, the use of standard, non-edited dungeons. You may have heard about edited dungeons or used them yourself. The edited dungeons were created by the players themselves in order to manipulate the farm to one degree or another, this option will not be available for us if we play offline. So, some crazy setups of gems, that exists in online is nearly impossible to get in offline or online "Vanilla" dungeons"

Q. "Will I need to deal with the cursed dungeons?"

A. "Yes. The best gems are there and only there. But do not be afraid, they are not as bad as they seem, even if you have had a negative experience with the famous Defiled chalice. A matter of habituation"

Q. "What can dungeons give besides gems?"

A. "A ton of semi-randomly generated content, unique enemies, situations, the best runes, alternative versions of weapons that differ in slots for gems and can endow gemming of certain setups, an infinite number of chunks and bloodrocks to improve weapons"

Well, let's get started

## **1. Explanation of some terms**

Meta level characters - characters of various builds, ~ 100-150, mb even close to 200 level. End game content is designed in such a way that characters of such levels feel more or less comfortable in cursed dungeons. Of course, if your build is done correctly. Meta level for online play is usually 120 or slightly higher.

Low level characters - characters of various builds, below level 80, usually this a much harder for them to go deep in chalice dungeons, they are more fragile, because level defense, quite low, which means more incoming damage.

BL4/ BL10 characters/ Gem mule - characters of the base level without further leveling, for example, level 4 and it is not leveled further. Yes, there are those who like to complicate their game in order to get more challenge. Naturally, I will not recommend this for beginners, this is already for those who have at least some experience in the game. Gem mule - This is a very special thing, when you collect all possible gems for all possible builds on one character, use savefiles to level up and reload back, after playing for a while or want another build. But this is more of an online game thing, I don't recommend anyone to do it offline. Popular gem mule build BL24-34, level up only vitality.

Blood Gems Out-Of-Shape (OOS) - in rare occasion gem breaks the rules and comes in shape (radial/triangle/waning/circle) from other common chalice dungeons' shapes and from enemies that by default don't drop them; e.g. getting a triangle gem in Pthumeru or Loran chalices. Average chance to get OOS gem 2-3%.

Blood Gems Out-Of-Effect (OOE) - in very rare occasion gem breaks the rules of what effects it can have and apply secondary effects from other common chalice dungeons effect and from enemies that by default don't drop those 2nd stats; e.g. getting flat arcane +15 secondary stat in Pthumeru or Loran chalices.

I took this information about OOE/OOS from here, if you wish, you can read more.  
*Especially its highly recommended if you don't know anything about gems, their ranks, shapes, primary and secondary effects and curses.*

<https://www.bloodborne-wiki.com/p/blood-gems.html>

### **1.1. Savescumming**

This is a method of manipulation of save files. This is **NECESSARY** for effective farming online and offline as well. If you don't have a PS+, which means you can't use the Cloud, but you can still use a USB drive (should be EXFAT or FAT32 format for ps4 afai). Of course, you can refuse this and perform rituals without save files, but this will lead to an even greater increase in time spent and very low efficiency. Believe me, without savescum, you've been

running around with an awful 20-25% gems in your weapons from the start of dungeons diving, and you'll be running around with them in about 50 hours of dungeons diving, with very high chances.

More about this

<https://www.bloodborne-wiki.com/2015/10/save-loading.html?m=1>

It's advised to disable automatic save upload as this feature can overwrite your manual save backup. This is done in Settings -> Application Saved Data Management -> Auto-Upload; here, untick the check box next to Bloodborne.

### **How to save scum:**

1. Park your character in front of the boss room or in Hunters dream before creating dungeon.
2. Exit game, go to Settings -> Application Saved Data Management -> Saved Data in System Storage -> then either Upload to Online Storage or Copy to USB Storage Device
3. Go back in game, create dungeon, kill the boss, do other necessary things.
4. If you don't like the gem you got/ didn't find what you are looking for in dungeon, Exit the game and go to Settings -> Application Saved Data Management -> Saved Data on USB Storage Device / Saved Data in Online Storage -> Copy to System Storage.
5. Now your save is reverted and you can create dungeon again, materials are not wasted/ go kill the boss again. Repeat until you reach desirable result.

### **1.2 The main method of farming**

This follows from the previous paragraph, SAVESCUM and I will explain why.

When playing offline, you are limited in resources for rituals and cannot afford to just perform a ritual with root chalice without a save (well, only at the beginning, maybe later you will have a lot of materials), because you can simply not achieve the desired result, not find the right boss, mob or treasure in coffin. And buying materials is worth your resources, insight or echoes. So you should not perform rituals with root choices without save files. This is actually the main problem of offline farm, what takes a lot of time is the search. Online players are deprived of this nuisance because they use glyphs.

### **What does the farm look like in general:**

1. Saving before performing the ritual.
2. Performing ritual with needed chalice and rites.
3. Inspection of the dungeon for the presence of the necessary boss /mob / treasure in coffins.

**If not found, reload save, then return to 2 and 3 paragraphs and repeat.**

4. If we find the right boss/mob, then we accept the waste of materials, make a new save and farm the bosses/mobs, take the treasure.
5. Not necessary, but desirable. After reaching the goal, we explore the dungeon, take everything that lies, chests, shinies. There is a chance that they will help us to compensate for the loss of ritual materials.
6. We set a new goal, make a new savefile, conduct a ritual and so on in a circle.

Possible options for action, if you are left completely without materials for new dungeons, I will give you later.

### **1.3 F/R/C dungeons of the 5th depth.**

The title speaks for itself. This is our goal. The best gems are there in the most challenging dungeons. Your HP is cut on 50%, I know it may look terrible, but in fact, you just have to start and over time you will be there like a fish in water. Practice is the best teacher.

We are only interested in the chalices of the 5th depth, because the best gems can only be obtained there. But we may also need chalices of the previous depth, because there may be alternative versions of weapons that cannot be found anywhere but there. Later, we will talk about them separately.

So what do these F/R/C mean?

Rites are additional modifiers you can add to a root dungeon to increase its challenge and reap better rewards within. The lower the depth, the more rites become available. There are four in total that are all available by the time you reach the Depth 5 dungeons:

**Foetid** Rite will strengthen certain enemies, giving them a distinct red aura.

**Rotten** Rite will add one or a combination of the following new enemy types:

Eye Collectors, who routinely summon Mad Ones to aid them until killed

Hunter NPC's of varying builds

Tall Labyrinth Ritekeepers, each flanked by a small crowd of Pthumerian watchers

**Cursed** Rite will halve the hunter's HP while they remain within the dungeon, but also cause all enemies to drop Cursed Gems with stronger effects at the cost of a debilitating negative effect.

Here you can find some more general info about chalice dungeons

<https://www.bloodborne-wiki.com/p/chalice-dungeons.html?m=1>

I am not giving information about sinister offerings here because they are useless for gem farm purposes.

**So, which offerings are we interested in first of all:**

**Curse** must be present in every ritual. (Except when you are purposefully trying to find unique treasures from coffins, then a curse, as well as other offerings, is not necessary).

**Foetid** is desirable to have in every ritual, it not only strengthens enemies with aura (not every enemy, some enemies cannot be affected by that aura), but also makes them drop gems of higher quality (rank 18 max).

**Rotten** is not a much needed offering, personally I use it when I create FRC Loran dungeons, in an attempt to find chalice hunters, they can drop useful gems there. But we'll talk about this later when we talk about specific enemies and what they can drop.

***Need to mention that it is not necessary to use any other offerings, except of the Curse, if your goal is only gems from bosses.***

#### **1.4 Unique treasures from coffins and Isz glitch.**

Each root dungeon has so-called "side rooms" or "bonus rooms". Usually a big orange door leads there from prelamp or preboss zones, but the way there can start in another place, in some cases. This is just an additional location, the purpose of which is to get to a large coffin guarded by various enemies. This coffin can contain runes, weapons, various gems (you can pick up just once per character, after there you will find only Great one wisdom or Madman's knowledge, which is also useful), ritual materials and more. Below I attach a link to the full list of unique treasures that can be found at every depth of all root dungeons.

[Unique treasures list](#)

The system is designed to make it easier for you to find unique things in coffins, the more you find them, the fewer possible labyrinth generations become, but in them you have more chances to find what you haven't found yet. And so on until you find all the unique things in this type of dungeon, after you find it, the possible labyrinth pool expands to the maximum again ( if you keep getting Great one wisdom all the time or Madman's knowledge, with a high probability, this means that you have found everything possible in this type of dungeon )

**But there is one thing I have to warn you about, the so-called "Isz glitch"**

<https://docs.google.com/document/d/1MFvJN9FABjZMhUvYNbAlgAhkDZWpchRCOnIDmMkaJlc/edit?usp=drivesdk>

Nothing terrible will happen if your character is subjected to this glitch, and this is only related to Isz root dungeons. In our case of the absence of online, it may even help to speed up the search for the right bosses, because the 32 possible generations are much easier to remember and soon it will be possible to find out by one look on the first layer of dungeon whether the right bosses are here or not.

But at the same time, it deprives the freedom of research, 32 generations are very boring. In general, the decision is yours, whether you want to touch coffins in Isz or not, whether you need these unique treasures from Isz or not, it's up to you. (I advise you to look at the **1.4 topic above**, there is a list of all the unique treasures, and yes, these alternative versions of weapons from Isz may be useful for some builds )

*Its worth to mention: being isz-glitched massively reduces chance to encounter pthumerian Elder on L3 (2 of 32 generations). So if you playing on arcane builds, better not to put yourself in the glitch, you need to farm Elder in Isz a lot.*

## **How to start, about ritual materials, some general advices.**

### **2. How to start diving into the world of gem farming?**

First of all, your task is to prepare the character - go through the main game and dlc, collect everything you need, maybe get some gems in the main game. It can also be combined with progress through the usual so called "Story fixed dungeons".

Sample recommendations for levels:

depth 1 story - 4-30 +3 weapon

depth 2 story - 40-60 +6 weapon

depth 3 story - 60-80 +6-8 weapon

depth 4 Ailing loran story - 80-100 +8-10 weapon

depth 4 Defiled and depth 5 story - 100+ +10 weapon, perhaps move on NG+

Our main goal is to get all possible root chalices and especially depth 5 roots, so this is quite a long and difficult path, especially for someone who doing it offline and for the first time. I will provide a link to a small guide on the way to Pthumerian queen, which will help you not get lost along the way.

<https://m.imgur.com/0AwN4Lo>

For my part, I will add that to this guide, although it allows the possibility not to go to such dungeons as story Great Isz chalice or Lower loran, but we also NEED to go there and pick up the necessary root chalices. Explore all the side rooms, loot the chests, this will help not to be left without ritual materials.

Next, before switching to NG+, prepare the character, complete all unfinished business. Switching to NG+ is necessary to unlock the sale of additional materials for echoes and insight.

*If you did everything right, completed the path to the Queen, got all the depth 5 root chalices, explored all the side rooms, then you should just have enough materials for your first FRC dungeon and you can start farming!*

#### **2.1 A little bit about ritual materials**

NG+ allows us to expand the assortment list that is available to us in echoes and insight shops in Hunters dream. If you are on NG+ and have completed the path to the Queen, the most complete assortment should be available to you. Let's talk a little about the materials:

### **Materials that cannot be replenished by farm from mobs:**

**Red jelly** - the basic material for creating each depth 5 root dungeon. The purchase price is 5 insights. Can only be found as loot in any depth 5 root dungeon (medium rarity) or purchased. The main reason for spending insight.

**Pearl slug** - necessary material for creating Isz root dungeons. The purchase price is 3 insights. Can only be found as loot in Isz root dungeons or purchased. Not so necessary material for spending insight on it, if you explore the Isz dungeons, then it can be found there in sufficient quantities. *( you can find the source of farm Slugs, but they drop from the enemy Garden of Eyes in Isz. The chances of meeting him are extremely low. However, I will not move this material to the category below because of this )*

### **Materials that can be replenished by the farm from mobs:**

**Bastard of loran** - the main material for creating cursed dungeons. It can be found when exploring Isz and Loran root dungeons, but quite rarely, and can also be dropped by Loran silverbeast (pretty rare). The purchase price is 7 insights, quite expensive.

**Sage hair** - material for Foetid offering. Can be found when exploring dungeons (medium rarity), also drops in huge quantities from Labyrinth madman. The purchase price is 3 insights. Since it is recommended to use it in every ritual, getting it can be a problem, but only if you do not have a suitable spot for the madman's farm.

**Yellow backbone** - material for Rotten offering. Can be found during dungeon exploration (medium rarity) or dropped by the Labyrinth Warriors (only in Pthumeru lhyll roots). The purchase price is 3 insights. Since it is not recommended to use it in every ritual, there should be no special problems.

**Blooming coldblood flower** - the main material used in every ritual with Lower loran root chalice. Can be found in sufficient quantities when exploring Lower loran root dungeons or dropped by Loran cleric. The price of 8 insights. It is not recommended to buy due to the very high price, if you find a good spot with Loran cleric, be sure he will fill your pockets with flowers.

**Ritual blood (5)** - the main material for creating any dungeon. Can be found in sufficient quantities when exploring the dungeon, dropped by Watchers, Snatchers, short and tall Ritekeeper ladies. The purchase price is 48,000 echoes. Due to the high cost, this is not the most desirable purchase, but it is quite necessary.

**Tomb mould (5)** - the main material for each ritual. Can be found in sufficient quantities when exploring dungeons, dropped by a Pthumerian grave digger (a tall dude in a hood with a huge pickaxe) and rats. The purchase price is 40,000 echoes. There are usually fewer problems with this material, but sometimes you still have to purchase it.

You can read about the rest of the materials here, but they are not important for our purposes:

<https://www.bloodborne-wiki.com/p/ritual-materials.html?m=1>

### ***A short conclusion about ritual materials.***

Materials are worth your resources - echoes, insight and most importantly TIME. I encourage you to approach the spending of materials and their purchase with maximum consideration, especially in the early stages (when you are not "rich"). It will be much easier with this later. In the beginning, it is best to maintain a certain balance between buying blood and mold for echoes and leveling your character (if you plan to do this further), as well as between buying consumables and ritual materials for insight.

### **Possible locations for farming materials in "Story dungeons"**

If you have completed the exploration of all depth 5 fixed story dungeons ( Great Pthumeru lhyll, Isz gravestone, Lower loran), do not hurry to remove them from the altar until you find a better option for farming materials in the cursed dungeon generated by you.

Great pthumeru lhyll:

Layer 1 - main area, Watcher near the lantern will supply you with ritual blood.

Layer 3 - main area, Labyrinth warriors at the end of a large long hangar-shaped room will give you a Yellow backbone (a little inconvenient, you will have to fight with an NPC hunter and scorpions every time)

Isz gravestone:

Layer 1 - main area, a bunch of rats near the lantern can be a source of tomb mould ( they are not too generous, but nevertheless, it drops)

Layer 3 - main area, also can be used as possible echoes farm spot, just equip Moon runes, go there and kill bunch of enemies, werewolves and celestials. I believe every run can give you up to 100k+ echoes, which is not bad.

Lower loran:

Layer 3 -main area, Silverbeast and Madman near the lantern can supply you Bastard of loran and Sage hair ( Silverbeast not too generous, but if you don't want to spend 7 insight on the bastard, then why not )

### **Double chest duplication glitch:**

<https://www.bloodborne-wiki.com/2018/05/double-chest-item-duplication-glitch.html?m=1#:~:text=To%20trigger%20this%20duplication%20glitch,one%20will%20stay%20the%20same.>

*If in the course of your dungeon exploration you found chests like in the screenshots on the link, you can try to use this glitch and get more ritual materials.*

### **2.2 What to do if you run out of insight and materials for chalices.**



I will describe several possible options:

### **Echoes:**

No echoes to buy blood and mold. Well, it's very simple. Just farm materials, if you have convenient spots for this, or farm echoes in order to buy them. If you have a goal to farm a gem from a mob, you can combine these two tasks, put on the Moon/Heir runes and go ahead. But even if there is no goal to farm a gem, any cursed dungeon on the altar will be useful for farming echoes, just go there and kill a bunch of enemies. Cursed dungeons gives insane amount of echoes.

### **Insight:**

It's a little more complicated here.

Two possible ways (in my opinion)

**First:** exploration or speedrun of dungeon of the previous depth. You can do this, the dungeons of the previous depths have weaker enemies, and usually the speedrun of such a dungeon can bring from 7 to 10 insights (10 if dungeon has 4 layers). In general, it can take 10-12 minutes to speedrun depth 1-2 dungeons, depending on how well you navigate and can quickly find levers in randomly generated dungeons (with experience it becomes very fast and easy). Just buy ritual blood and mold for the echoes, conduct the ritual without any additional offerings. (Story dungeons also can be used for this purpose, not necessary to deal with random root chalices)

You can also farm chunks this way, bosses of depth 4 have a good chance of dropping them (Defiled root chalice is best for this). Don't forget equip Eye runes to increase the chances.

**Second:** play through a new game cycle!

This is also a very good option, killing all bosses, as well as opening all possible locations of the main game and dlc can bring more than 100! insight, not to mention picking up items like Madmans knowledge and Great One's Wisdom. Do not forget also that if you picked up some runes on the last playthrough, then you will get Madmans knowledge instead of them on the new ones. Also, each new playthrough is a guaranteed number of chunks (more than 40-50 iirc) and two guaranteed Bloodrocks.

And of course this is the best way to test your new gems in action! What could be better than to come and take revenge on the bosses for the humiliations that you experienced earlier (if of course there were any)

I have to mention a few things to get more insights:

Iosefka Clinic: do not hesitate to send EVERYONE there. Up to 10 additional insights and various goodies as a reward.

Vileblood rune: Equip and kill as many NPC hunters as possible during your playthrough, both hostile and neutral. Each kill will give you a Blood dreg, which can be used as an additional source of insight (up to 20 per playthrough, I believe)

## **Another way based on the duplication of insight from killed NPCs:**

Link on the guide:

[https://docs.google.com/document/d/11BREjUbW1OO4ToSdqE\\_ybPaGVKJUzbGwKpY-rMmgCmQ/edit?usp=drivesdk](https://docs.google.com/document/d/11BREjUbW1OO4ToSdqE_ybPaGVKJUzbGwKpY-rMmgCmQ/edit?usp=drivesdk)

Of course, if conscience or moral and ethical considerations allow you to do this, I am talking about these methods out of pure pragmatism, how to achieve maximum efficiency, I am not bloodthirsty.

It cannot be said that each new playthrough will be more difficult than the previous one, and closer to the 6th bosses can cause serious problems, especially due to the lack of any outside help. But I believe you can handle it.

I have described the methods of obtaining insight, the decision is yours.

### **2.3 Some general recommendations.**

**Vitality** - many underestimate this parameter, especially beginners, try to pump offensive stats as much as possible, such as strength, skill, etc. But since we will be dealing with cursed dungeons, we need to pay special attention to our survival. Of course, this is just a recommendation, it's up to you. I would say that the minimum comfortable amount of Vitality, in order to feel comfortable in the cursed dungeons is about 40-50 (especially for a beginner, the more, the easier it will be). Keep in mind.

**Runes** - the most useful rune setups:

2 HP + 1 stamina runes

2 HP + rune to reduce physical/all damage.

The first setup is more versatile, the second is more useful for survival.

Naturally, other options are also possible, such as Moon/Heir setups, increasing the number of vials and bullets, Clawmark runes for visceral damage, etc. Don't be afraid to change runes for specific tasks, experiment.

### **Discovery parameter:**

Now let's talk about the Discovery parameter and why it is important for us in exploring dungeons and how runes are related to it.

General info about Discovery:

<https://www.bloodborne-wiki.com/2019/11/item-discovery-in-chalice-dungeons.html?m=1>

If you read about Discovery at the link above, you most likely noticed that just presence of your character in a cursed dungeon with one of the Eye or Milkweed runes equipped increases your Discovery parameter by 1000! (*Its hidden, not shows in status menu*)

This is especially important in our case, dungeon exploration, because it allows you to get more gems from mobs, increases the chances of dropping ritual materials from mobs, as well as will increase the chances of dropping *Chunks* and *Bloodrocks* from bosses!

Answering a possible question right away - Discovery does not affect the ranks of gems, their stats, the chances on OOS and OOE, this is random. So if your goal it's only gems from bosses and you don't need chunks and rocks, you may not include Eye or Milkweed in your rune setup. Gem from boss is guaranteed.

Anyways, it is strongly recommended to find a place in your rune setup for the Eye rune or Milkweed.

The best possible setup for this is 3 runes that you think are useful + Milkweed, but if for some reason you don't want to wear cabbage on your head, then you will have to sacrifice something in favor of the Eye rune in one of the first three slots.

### **What you should pay attention to when exploring dungeons:**

First of all, it is worth saying that if you have been looking for a convenient spot for farming a mob for a long time and found it in a dungeon where there is no boss you need, then you should think about saving this dungeon. The search for convenient spots for farm mobs is completely random and can take a lot of time, so if you are lucky enough to find it, do not miss your chance.

A small example is a madman who stands near a lamp, brainsucker, etc.

If one dungeon will have several such spots with different mobs, it will be generally wonderful.

I want to talk in more detail about mobs farm in the next big chapter.

It is also worth mentioning that if you have found some mob very far from the lamp and you are terribly unlucky in finding more convenient spots for his farming, you can even think about using savescum in this case. Just save your character near that mob, kill, reload and so on. Although it will not be very effective, but it will allow you to get the desired gems.

### **About finding and farming bosses:**

It should be mentioned that bosses of any layer in the cursed dungeon of depth 5 (even not cursed, just bosses of depth 4 can't drop *Bloodrock*) have a chance of dropping 1-2 chunks, and bosses of the 3rd and 4th layers can also drop *Bloodrock*. So if you want to get the most out of the dungeon, you can also use savescum on bosses that you don't need gems from. For example, you set up your dungeon, found Watchers bosses there, made a save and got a gem. But what to do with the rest if you don't need them? That's the answer, get chunks and rocks from them using savescum. Not necessary, but a possible solution to problems with upgrade materials? Why not.

The presence or absence of 4 layers in the dungeon - unfortunately, this can only be found out by experience. When generating a dungeon, there is a chance (20% iirc) that layer 4 will be opened. So if you are looking for bosses of 3rd or 4th layer, there is a chance that the right boss will be there. So it is recommended to kill the boss of 3rd layer in any case.

Also, it is impossible not to mention: the search for specific bosses - if you are looking for a Bloodletting beast or Watchdog on 3 or 4 layer and met them as bosses of 1-2 layers, then you can safely end the search, reload save - they will not appear on 3-4 layers.

## **About enemies, bosses and gems they drop, that can be useful.**

*Before I get down to such a big topic, I want to say that everything I write about enemies, gems and bosses is based on my personal experience, information that I learned somewhere, etc. This is not the ultimate truth, something can be argued with, something I could forget.*

### **3. Gems and curses.**

Very often in the past I have seen the question:

"Why are the gems cursed? Can I get the best gems so that they are not cursed?"

The answer to this question is:

"No. This is the essence of the design of the cursed gems. Yes, they are cursed, but this is the price of owning them, because they are much stronger than non-cursed gems."

#### **A little bit about curses:**

(from the best to the worst)

*Increase stamina cost* - the best curse according to many and it really is. Nevertheless, in a weapon that consumes a lot of stamina, it can have a rather negative effect, up to the point that it will take away from you the opportunity to perform one attack out of 4 combo attacks, for example. Well, it should be mentioned that if you try to get gems only with this curse, the farm time can increase very much. Other curses also deserve attention.

*ATK vs kin down %* - the second best curse, due to the fact that there are not so many types of "kin" enemies in the game and they are weak, it fits perfectly on most beasts and ordinary enemies.

Weapons with 3 x "-kin" gems can be safely used against "kin" enemies, they are so weak, however, there may be problems against bosses such as Ebrietas and Rom.

*ATK vs beasts down %* - the third curse, in this case, is no longer very desirable. The number of "beast" enemies in the game is quite significant. But nevertheless, this does not negate the fact that it can be used in different situations. For example, the presence of one such gem in a weapon will not significantly affect your damage to "beasts" or if in some case you do not plan to use some kind of weapon against "beasts" or use this 3 x "-beasts" setup in weapon only for fighting "kin" enemies. Then why not use such a gem? It is also a desirable gem for PvPers.

<https://www.bloodborne-wiki.com/2017/05/beasts-and-kin.html?m=1> a list of "kin" and "beast" enemies.

*Weapon durability down* - with this curse, everything is a little more complicated. As far as I know, such effects of different gems do not stack, that is, the rate of loss of durability of your weapon will depend only on the gem with the highest numerical value of such a curse. It is not recommended for fast weapons, as well as for weapons with low durability, such as chikage, tonitrus, etc.

( transformed logarius wheel for dash+R1 should be mentioned here too, even one -dura gem will break the wheel very fast, so its not recommended too, to put such gems there )

However, it's a perfect gem for Reiterpallasch and Simon bowblade if you're only going to shoot (shots don't waste durability). It is also ideal for gems in the Kos Parasite (600 durability lol)

Any other weapon with high durability will not break so quickly, but from personal experience I can say that this curse is very annoying when a weapon breaks in the middle of a fight and I'm avoiding it. Up to you.

*HP depletes up to X ( -10 max)* - penultimate curse, one of the two worst. In 98% of cases, this curse sends even a good gem straight into the trash. However, there are two options where it can be used. This is a nourishing gem from Rom and a cold abyssal gem from Elder. Their peculiarity is that these gems have a half curse, that is, HP depletion will be a maximum of -4 and you can easily compensate this if you carry a gun with Healing +5 gem in your left hand (only one HP deplete gem allowed in this case). In other cases, it is not recommended, it is very insulting to die of HP exhaustion by accident.

*ATK down by %* - there's not much to say. The most unwelcome curse. The gem turns into garbage.

### **3.1 Droprates, best possible gem setups and about every type of depth 5 dungeons.**

I recommend reading this document to have some idea about the drop chances:

[https://docs.google.com/document/d/1J2Kg6Mi9hTpHmlXqCPq2VpiS9slwDr\\_9zucT4GeBw20/edit?usp=drivesdk](https://docs.google.com/document/d/1J2Kg6Mi9hTpHmlXqCPq2VpiS9slwDr_9zucT4GeBw20/edit?usp=drivesdk)

***Briefly about the dungeons themselves:***

*Pthumeru lhyll* is the realm of **Radial** gems, mainly here you can get gems with physical properties.

*Isz gravestone* is something like Pthumeru 2.0, the source of most **Triangle** gems. A rather strange design of gem effects, physical with an admixture of fire, bolt, arcane, poison, healing, rally etc.

*Lower loran* is the source of **Waning** gems, most of the effects are fire, bolt, rally, healing, poison, etc. Although there is a high chance of obtaining primary physical effects, there is a very low chance of obtaining physical secondary effects.

Gems of **Circle** shape don't have his own dungeon, they can drop only from certain enemies and bosses, we will talk about them in further.

### **Best possible gem setups:**

If you are interested in the best gem setups, you can just follow the link below:

<https://www.bloodborne-wiki.com/2015/10/best-blood-gems-setups.html?m=1>

Everything is pretty clear there, where, what and from whom to find, even though it was written for online players.

### **3.2 Some general recommendations to gem farm:**

*Try to keep the character's gem storage clean, this will help not to get confused in the huge amounts of gems that you will receive in chalices. I have had cases in the past when I accidentally sold/deleted a great gem, it's better to learn from other people's mistakes. Everything that you think is worthy of attention, send to the storage in Hunters dream at the first opportunity.*

The number of gem combinations, their effects and curses is huge. But its not necessary for you to hunt for gems with absolutely the best stats, because this task really consumes a HUGE AMOUNT of time. Somewhere is possible to accept not the highest secondary effects with an acceptable curse, etc. But if you like it, then you can arrange a hunt for the best gems. This process brings both the disappointment of the RNG element, and great pleasure in obtaining the gem that you have long desired.

*Think for yourself, decide for yourself, it depends only on you when the hunt for gems is over.*

### **4. Enemies that you can find in every or 2 of 3 types of dungeons, which we are interested in.**

*Pthumerians* - regular enemies in each type of dungeon. You know what they look like. In general, they are not worth much mention, up to 21% + secondary effects gem, the shape of which depends on the dungeon where you met them. Just as options for start, if you don't have better gems. However, it is worth mentioning Pthumerians with flaming weapons. They drop gem with guaranteed primary Fire effect. It can be useful for an Arcanist or any other character who is looking for easy fire infused weapon (this is a pretty useful tool even for a low arcane character)

*Gravekeeper scorpion* - looks like a scorpion lol. The use of gems from this enemy is quite specific. He drops the gem with a guaranteed primary Rapid Poison effect (up to 16.8 if he was with foetid and poison aura in Pthumeru, 16.2 max in Isz there is no poison aura). So if you are looking for easy RP gems, I advise you to pay attention and check them for the possibility of dropping 15+ RP gems. Quite resistant to physical damage, but weak to elemental, keep in mind. Scorpions are pretty rare enemies in Isz.

*Poison aura enemies in Pthumeru* - poisoned dogs and spiders. Not worth much attention, but still. Can drop radial gems with slow poisoning up to 14. Since radial gems with slow poisoning are quite difficult to get, they can be useful as temporary gems for radial slots until you find a better one. Unless of course you need such a weapon at all ( it's more about PvP thing online )

*Beast possessed soul (also known as Bepis)* - a rather unique enemy, at least in that he is hostile to everyone, can be used to clean locations. He can be found in every type of dungeon, but always drops a gem of the *Triangle shape* 23.1 + secondary effects, depending on the type of dungeon (with the chance to get a Circle gem as OOS)

*Pthumeru and Isz*: It cannot be said that he is very useful. At early stages, when you are "poor", physical gems from him can be used as a temporary option for a triangular slot.

*Lower loran* - can be used as a source of Fire+fire, Bolt+bolt (23.1+14), slow and rapid poisoning (15.4 and 18.4), healing gems (up to +5) if for some reason you need them (for cheap elemental infused weapon or on low level, for example). The boss version of Bepis can drop gems stronger, up to rank 19, but cannot drop a Circle gem like OOS. *Bepis is affected by Pungent blood cocktail.*

*Brainsucker* - quite interesting enemy, drops a gem with a guaranteed flat arcane secondary effect (up to 67.5 mob version) and a variety of primary effects. An ordinary gem from him may look like 9.1+67.5 (other primary effects can be higher in percentage, depends on effect). Has a fairly wide range of using, for example, full brainsucker setup for Blades of mercy (not the best, but viable setup), Wheel for dash + R1 transformed (a pretty strong thing in combat vs NPC hunters), can also be used for low-level arcane infused weapons and Kos parasite (*however, getting an arcane + arcane radial gem for a full elemental setup can be complete madness in Pthumeru, since a primary arcane is OOE effect here, something like 1 gem with a primary arcane on 600 gems from a brainsucker, use the usual with physical or whatever effects to save time*).

*Pthumeru lhyll* - I advise you to pay attention to such effects as Blunt ATK UP, which can be useful in the Wheel.

*Isz* - brainsuckers mobs are not worth much attention here, because of the presence of boss version in Isz ( gem from the boss is 2 ranks higher, 19 max). We will talk about the brainsucker boss separately later.

*Many beginners may be scared of them because they can stun, their attacks can be interruptable and they sucking insight. But they are vulnerable to Fire and Bolt damage, as well as to Thrust, are easily parried, you just need to practice a little. It is best not to use the lock on them, just run behind them and spam R1.*

Labyrinth Madman (sickle and mummy version) - yes, those terrible, fast, loud screaming guys. Nevertheless, they can give you very useful gems. Keep in mind that madman without foetid aura will not be able to give you 18 rank of the gem. They are also a very generous source of Sage hair. Max gem 21% + double secondary effect, other primary effects may be higher in percentage, for example Charged ATK will be 28%. Can only be found in Pthumeru or Loran.

Pthumeru lhyll - 21% + 18.9 flat phys is the most common gem from them (*with normal leveling, it is not worth attention, but if you use some kind of low lvl phys build with small stats, then it can be better than 27.2% from Watchers*)

21Phys/25.2Blunt/Thrust% + 12% phys ATK on full HP - these are already quite rare types of gems, especially Blunt/Thrust, even online in edited dungeons it is quite difficult to get such gems, and especially in "vanilla" farm. Nevertheless, it is possible, but you will have to fill the last, non-radial slot with some kind of gem from other mobs or bosses in such a weapon.

Madman in Loran drops Waning gems, but unfortunately with completely different properties.

Lower Loran - madman here can give just a ton of useful Waning gems.

21%+ 31.5 fire/bolt (comparable in strength to 27.2 and 24.8+15 elemental, something in between, useful for an Arcanist) 14 slow and 16.8 rapid poison gems, +4 healing gems and more.

It is also worth mentioning that a madman here with a special "rally" aura (*he has less HP, his blows on you replenish his health, a characteristic glow, you will know at a glance*) can drop a gem of 18 rank without a foetid offering.

*If it's difficult for you to fight them face to face, try to find a spot where you can sneak up on him from behind, they get a lot of damage from fire, well parried, the main thing is to stay calm in a fight with them. Can also be distracted by Purgent blood cocktails.*

Evil labyrinth spirit - spooky white ghosts, their attacks cause frenzy effect, can disappear and attack you from behind.

At first glance, it may seem that the gems from them are not worth much attention. But in fact, they drop the best gems in the game on physical attack! *But with one big drawback, they work at full strength only when your character has less than 30% HP.*

Unfortunately, this is so, you have to pay a price for great advantages.

From the beginning it may seem terrible, but when you become more experienced, you know the bosses' movesets better, then using such gems may not be a bad idea. Moreover, this allows you to speed up the process of gem farm even more.

This is a very desirable gem for physical builds and low lvl builds of various kinds (BL4 gem mules, various lvl physical builds with low strength/skill, they usually have nothing to lose, and the bonus from these gems is huge)

*9.1 % physical + 27 % phys near death - this is how the most common gem from ghosts looks like. The secondary effect is fixed. Since the percentage effects of primary and secondary are multiplied, the strength of this basic gem is ~38.5%! (the best version of this gem is 12.2% + 27% both effects near death = 42% phys!!!)*



However, getting the best of the best gem from ghosts can be a very difficult task in the conditions of "vanilla" drop rate (**3.1 see the chances of Phys. near death primary effects in Ihyll and Isz there**)

I won't talk much about ghosts, I'll just say that they can only be found in Pthumeru Ihyll and Isz (much less often in Isz). So if you meet them, don't miss your chance. In addition to the usual Tempering primaries, I advise you to pay attention to effects such as Blunt/Thrust, which can be useful for Hunters axe and Church pick.

*The ghosts themselves are pretty strong against physical damage, especially if you are low lvl or with bad gems in weapon, but die pretty well from the elemental damage.*

A small example of the power of gems from ghosts - character with BL4 stats (10str, 9skl) has 544 AR in saw cleaver with the best gems from ghosts, but he needs to raise the strength on 33! (up to 43) points to achieve the same AR with 3 x 27.2 gems from the Watchers.

The Watchers - fat big guys with a saw, a club and a shotgun. You won't miss them. One of the best source of tempering gems. It is important to note that watchers without foetid aura are not able to drop a gem above 17 rank (25.3% phys for example). The 18th gem of rank is almost equal to the maximum that their boss version can give (26.3% max from the mob, 27.2% from the boss). They are also possible to drop many other variants of gems, such as 31.5% Blunt/Thrust. *If for some reason you don't want to touch bosses at all on physical build, then these mobs is your choice (see 3.1 drop rates)*

Pthumeru Ihyll - easy to find. Kill until you get the right gems.

Isz gravestone - it's more difficult to find them here because brainsuckers that protect levers and coffins are more common here. It is also impossible not to mention that drop in Isz from them is much wider in the possible assortment. Elemental, poison and other various effects appear (see 3.1 drop rates). *But there is another fat guy who needs to be talked about separately, he is very special:*

Shotgun Watcher with the ability to heal himself:

This is a very special case, the cause of the nightmares of fans of bloodtinge builds. The "Holy Grail" of bloodtinge farmers. I'll explain why.

*This Watcher is the only adequate one (not really lol) way to get Blood ATK UP% gems. 31.5% is the maximum he can give.*

*But the only problem is these gems are OOS. 2-3% chance. He drops Warm (completely useless) and Bloodtinge gems of **Circle** shape in 98% of cases and in about **2-3% he will give you a gem of another shape that you can put in a weapon that is not a firearm** (Chikage, Bowblade, Bloodletter, Reiterpallasch)*

Yes, unfortunately, the developers either did not have time, or did not want to make the gemming of these weapons more adequate. So fans of bloodtinge builds are forced to do either this, the most boring and frustrating farm in the game. *Or accept the fact that they will not be able to achieve the maximum possible damage in their weapons and just use 27.2 gems.*

Here is a small example. I asked my friends how many attempts it took them to get a set of 31.5% gems for Chikage or other weapons that need them. In average from 500 attempts (this is a very big success) up to 3000 attempts. And 3000 is not the limit, especially if you need to gem more than one weapon.

So decide for yourself whether you need it at all.

Bloodtinge weapons feel quite good with standard physical gems in PvE.

But even if you are not going to do this madness, but you have a high Bloodtinge, then getting gems from this guy into a gun is not such a bad idea.  
Gems in the gun for a character with a low Bloodtinge are from completely different enemy, I'll mention him later in the boss section.

*How to find this guy:*

Foetid aura has no effect on him, even if you created a dungeon with this offering. Shotgun watchers with aura can be ignored during the search, they drop standard gems depending on the drop rates of a particular dungeon.

*If you find a guy without an aura, bring him to a near-death state and try to be behind him. He will try to make a roundhouse blow to throw you away, fall for this blow. After that, he will do a strange thing - will eat something and completely restore his health.*

If he did it - congratulations, it's him, you found him.

Any Watchers drops a ton of Ritual blood, keep in mind.

#### **4.1 Enemies that can only appear when using Rotten offering.**

There are only three types of them, but nevertheless we need to talk about them.

Eye collector. that summons the Mad ones - an analogue of the bossfight "Witch of Hemwick" with the only difference that the witch is visible, does not disappear and stands in one place. *Very dangerous and deadly if you are not careful.* Mad ones are very aggressive and strong, spam attacks almost non-stop, although quite squishy. They can easily stun you, interrupt your attacks. The witch immediately summons new ones to replace the fallen. Completely useless for farming, drops Waning gem in any dungeon, with properties corresponding to the dungeon where they were encountered. 23.1% + secondary.

Recommendations for the fight: kill the summoner as quickly as possible, after reducing the number of Mad ones or distracting them, but you need to act quickly. Or just run through this room, ignoring the witch.

Tall Ritekeeper with bunch of Pthumerians - not very dangerous, but they can cause trouble. Ritekeeper periodically shoots a fireball, sometimes tries to fight and buffs his henchmen. But enhanced Pthumerians are quite dangerous, can easily oneshot. Ritekeeper drops the Circle shape gem with a guaranteed +5 Healing effect.

NPC hunters with various weapons -

Cainhurst hunter with Chikage

Naked hunter with Logarius Wheel

Hunter in Bone ash armor with Saw spear (Bone ash hunter)

Pretty tough guys. Their peculiarity is that they drop gems, each of its own form.

No matter what type of dungeon you met them in.

Chikage hunter - Triangle shape

Wheel hunter - Waning shape

Saw spear hunter - Radial shape

The first two hunters are not worth much attention, but Bone ash hunter is worth talking about.

If you've seen drop rates (*in 3.1*), you might have noticed that gems of Radial shape with elemental damage, poison, and healing effects quite rare in Pthumeru. And this is actually a problem. But *Bone ash hunter* will help to resolve it.

*Bone ash hunter in Isz* - getting gems with primary arcane. 23.1% + 14 arcane. I haven't done it myself, but I know that two such gems + gem from Ebreitas 24.8 +15 arc arc is the best possible setup for Kos parasite, which can be obtained in "Vanilla" dungeons. However, there is a huge problem. Getting exactly such gems from hunter in Isz can take an incredible amount of time. The chance of getting primary arcane effect is about 9%, and the secondary are 1.5%. This is a huge problem with Isz gem pool. It seems that the chance of getting a more or less usable gem with such combination of stats is 1 in 1000. This is crazy. However, getting just a 23.1% primary arcane is pretty easy. Can be used in Kos parasite. I will most likely tell you about the gemming of this weapon separately. To get other gems, it is better to use a hunter in Loran. About him below.

*Bone ash hunter in Loran* - the same, 23.1% + secondary effects from Loran. But it is worth noting that in conditions of the "Vanilla" drop 23.1+14 Fire/Bolt are some of the best gems in the Radial slot for characters with low Arcane. Only Abyssal gem from Watchdog, or Fire + flat Fire gem from Loran cleric can be better (we'll talk about them later), but the chances of getting these desired gems are quite low.

Also drops Radial 15.4 slow and 18.4 rapid poison gems, which are the best in their class (only OOE/OOS gems from Watchers Bosses are better, but the chances of getting them....) Gem with +5 healing effect is also available.

### *Hunter fighting strategy* *3 possible ways*

The first one: "Sneaking up from behind" is quite simple on the one hand, but it is quite difficult to find a convenient spot for this method. But also, if you use such weapons as Holy ML sword or Amygdalan arm, then you can kill a hunter in a few seconds so that he will not have time to do anything. Suitable for meta builds that use physical damage.

3 x 27.2 gems, approach from behind - R2 charged - R2 followup - visceral - finish off.

Video example: <https://youtu.be/zFfDxMWpy98>

The second: "Just a fight" - kill him or be killed. Not a very desirable way, but if there are no other options, why not. The Beast roar tool and +10 blunderbuss with a good gem will help. Hunters take huge damage from blunderbuss, even if your Bloodtinge is very low. Not a desirable way for low-level characters, hunters are very dangerous in combat.

Third: "Hit and run" - is not the fastest, but a suitable way for low-level characters. Approach the hunter from behind, backstab, hit and run as far as possible so that he loses sight of you and returns to the position. Repeat until he dies.

### *A few tips:*

If you manage to kill the hunter by first way, then you can use several Moon / Heir runes, he gives a huge number of echoes ( more then 100k echoes per kill with runes, which means 10 millions of echoes on 100 attempts )

Vileblood rune - you can also use this rune during farming, the chance of getting Blood dreg is quite small, but for 100 attempts he can give from 1 to 3 or more, additional insight is always useful.

#### **4.2 Enemies and bosses useless for farming ( for general education purposes )**

Now let's talk a little bit about sad. The dungeon system is not perfect. I want to warn you a little about enemies and bosses that are not worth wasting time on.

Wandering Nightmare and bigger version of him (as known as Crystal lizard) - nothing special, does not deserve attention, drops a bad gem (up to 22%) If you already have good gems, there is no sense to pay attention on them. Unlike their brethren in the main game and DLC does not drop upgrade materials.

Keeper of the Old lords - absolutely useless boss, just an obstacle in the way. Due to the fact that she drops the gem with a guaranteed primary Sharp effect. Sharp and Warm (skill and bloodtinge scaling effects) gems are absolutely useless. Maybe the developers didn't have enough time or for some other reason, but this part of the gem system is not complete. Any physical gems are better than Sharp and Warm.

*You can also meet Keeper as a mob in the company of two Hellhounds* - they are very dangerous, it's better not to mess with them, if you have to then Purgent blood cocktail to help (and prayers). Dogs can drop a chunk, but It's a dubious source of chunks.

Maneater Boar (boss and mob as well) -

just a big piece of pork. Drops gems with guaranteed Radiant effect (reducing stamina consumption by 7-9%). A rather useless effect, due to the fact that you lose all damage bonuses. In my opinion, too, a developer's flaw. This effect could be useful on gems as a secondary effect, and it can be found, but it is too weak to sacrifice damage.

*The Boar is affected by Purgent blood cocktail. There is also a little trick if you have problems with his charged attack, try use a vial, this will force him to simply run up to you and attack instead of charge if he is already agroed on you (If he noticed you, he will scream - this is sign of agro).*

Bloodlickers - you might have met them earlier at the beginning of Cainhurst Castle. Fast, strong and extremely dangerous enemies, especially in the cursed dungeon. But you may never meet them in chalice dungeons, simply because you won't do visceral attacks.

Yes, as funny as it sounds, punishment is for dexty guys. If you have performed a lot of visceral attacks in some place, left, and then returned, there may be Bloodlickers with a high chance. Absolutely useless for any purposes of farming, I'll just mention that they can drop Blood ATK up% gem of Circle shape with a secondary effect, quite weak, but if there is nothing better, then this is a possible temporary upgrade.

It is not recommended to fight with them, if you not sure. But if you have to, there is no special advice - kill or be killed. Using the hunter's mark also solves problems with them, reloading of location removes them (as well as quit the game). *Also can be encountered as wandering version, but this is very rare occasion.*

Short Ritekeeper lady - looks like a funny ball of rags. But she is deadly, especially if there are several of them. A real machine gun made of fireballs. Drops the same as Bloodlicker above + ritual blood.

It is advisable to have a fast weapon and get close to her, while shooting with a pistol to interrupt her attacks, or hunters tools/ firearms for ranged combat. If she lights a fireball "inside" you - guaranteed death, 3x damage.

There may be problems in unexpected places with her, the easiest solution is to ignore, if possible, or a blue elixir.

Pthumerian Descendant/Elder on layer 1 or 2 - often performs under false names, but this does not change essence. Their peculiarity is that they are the only bosses on these layers who can drop abyssal gem of the 20th rank. Which is just garbage max 22.5% physical + secondary effect. That's basically it. Wandering versions of these bosses are also useless, although meeting them is a fairly rare event.

Pthumerian descendant on layer 3 or 4 in Pthumeru lhyll (only) - most likely, there is also a mistake or shortcoming of the developers. The fact is that he is the only one of the 3-4 layer bosses who is not able to drop abyssal gem. Maximum is 19 rank. What a shame. Nevertheless, you will often have to deal with. He is still able to drop Bloodrock.

Celestial emissary boss on any layer (Isz only) -

there is nothing much to say, an obstacle in the way. Can drop a gem with a guaranteed primary arcane max 22.5% + secondary effect, but too weak. Can drop Blood rock on layers 3-4.

Wandering Undead giant in any dungeon -

you can meet them patrolling any open area or on a large open area several at once (a swamp with poison, water or oil). They can drop a gem with a guaranteed Blunt/Thrust % primary + secondary effect, but weak. The boss version drops the same gem, but better, it is more worthy of attention. He can also give a Chunk. If you want a challenge or problems, you can fight them.

In the swamp, I advise you to pay attention to the Cannon Giant, he has an increased viewing radius and noticing you from afar, will immediately begin artillery barrage. Which, as it is not difficult to guess, can easily lead to death. Either deal with him first, or use the blue elixir.

Beast possessed soul boss version (lhyll and Loran) - unlike his fellow mob, drops gems of shape depending on the type of dungeon where he was met. 23.9% + secondary effects.

In Pthumeru lhyll - most of the effects are physical, may be suitable as a temporary solution, but there are always better options for physical properties.

Lower loran - here he can give something good, but another boss here drops the same gems and can killed much faster.

Tomb prospector NPC hunter

Beast claw NPC hunter

there is nothing much to say about them, they are usually not targets for farm. TP and BC Hunter drops gem of shape and properties depending on the type of dungeon where you

met him. BC hunter can only be found in Loran. 23.1% + secondary effects, natural for this type of dungeon.

BC hunter can be considered as the only possible target for farming.

He can often be found defending the boss door, and if the room with the boss was small, you can light the lantern there and farm this hunter by sneaking up from behind. As a possible option, if you need gems of Waning shape with Loran effects, but there are better options and gems.

*Bloodletting beast (Headless and not) on layer 1 or 2 (Ihyll and Loran)* - useless because they cannot drop gems of maximum quality (20 rank). Only on the 3rd-4th layer. However, in Loran, BLB with a head can give a gem with guaranteed physical primary effect 23.9% + variety of secondary properties. If you still want a physical gem in a weapon with a Waning slot.

*Child of Rom* - Not worth mentioning, disgusting spiders, however, if you meet one of them somewhere on the 3rd or 4th layer, not in the boss fight - this is a sure sign that the boss of this layer is Rom.

*Rom, the Vacuous spider (in Isz dungeons)* completely useless, because Amygdala here drops the same gem of better quality. However, Rom in Isz its pretty rare find.

#### **4.3 Pthumeru Ihyll: unique enemies and bosses (Radial shape of gems).**

##### Mobs:

*Lost child of antiquity (as known as Gargoyle)* - previously, you could meet them at Cainhurst Castle. They are not so difficult to find in Pthumeru, often even in convenient places near the lantern. Unique in that they drop a Radial gem with a fixed Nourishing primary (up to 19.3%). A great option for weapons with split damage and if the build is suitable for it (STR/ARC and HMS for example). Secondary properties are not very important, usually physical ones are better, but it's worth paying attention to the gem with + Open foes%, a good temporary option for any elemental converted weapon. During farming, Chunks can be given as a bonus.

*Labyrinth warriors* - tall guys, looks like knights, are armed with a huge greatsword or a straight sword with a shield, much less common the flail or crossbow version. Overall pretty useless for farming, but can drop a good gem for the early stages of the game, when you have nothing. Drops the same as Bone ash hunter in Pthumeru, 23.1+secondary. Also source of Yellow Backbones.

##### Bosses:

*The Watchers* - the number one target for any physical build. They are usually easy to find on the first and second layer. Drops 27.2% tempering physical gem, 32.6% Blunt/Thrust

gems are harder to get, but possible. The rest of the effects of the gems from the natural gempool are pretty useless and rare OOE gems are very hard to get.

Headless Bloodletting beast - is also a priority target for strength-oriented builds. Drops Heavy abyssal gem 65str scaling + secondary effects (+15 flat physical is most desirable). This gem is not a must-have, but it can help enhance your weapons, replace one of 27.2s, and provide even greater boost to attack power ( in case of pure strength builds some weapons wants even 2 Heavy abyssals ). Pretty easy to find him on the third or fourth layers, shouldn't take long to find.

Bloodletting beast (with head) - interesting target for farm on a physical build, but not necessary. In some cases, like on pure skill build, this gem could be best in slot, but difference between him and 27.2 not so big. Drops Tempering abyssal gem 24.8% physical +15 flat phys.

In addition, getting gem with + 15 from him is quite difficult. Up to you. Pretty easy to find him on the third or fourth layers, shouldn't take long to find.

Pthumerian Elder - this is the number one target for arcane builds. Most of elemental converted weapons prefer 2 Cold abyssal gems (40-50+ arcane). 65 arc scaling + open foes% secondaries. The problem is that in Pthumeru very hard to get useful secondaries for Cold abyssal, open foes% is only one from native Pthumeru effects, that works for elemental damage. There may be problems with finding Elder on the third and fourth layers. He is not as common there as the other bosses.

Watchdog of the Old lords - not necessarily a target for farming, but can be useful only in one case. Drops Fire abyssal gem 24.8% + with secondary effects, however getting +15 fire secondary in Pthumeru its too hard. Only the gem that worth attention from dog here, it's 24.8% fire + 6% open foes. In rare occasions, for example if you have from Elders in Isz and Loran Cold abyssal gems with +15 fire, then you can put this gem in radial slot from Pthumeru Watchdog in your Lost version of weapon, but this is very rare. Finding the dog on third or fourth layers can be a huge problem. It's a pretty rare boss on these layers.

Undead giant - not the highest priority for farming. Drops gems with guaranteed primary Blunt/Thrust effect, 28.7% +12.7 flat phys. However, this gem will be weaker than even the average Watchers blunt/thrust gem. A good choice for start if you're going to make Blunt/Thrust weapons, and subsequently put improved Watchers gems there later.

Rom, the Vacuous spider - an absolute nightmare for farming, there can be no other opinions here. Rom drops Nourishing abyssal gem 19.5% +15 flat phys, but the problem is that gem from Gargoyle (19.3%+8.1 phys) is slightly weaker then this abyssal gem, and much easier to get. Whether you want to mess with Rom or not is entirely your choice. Pretty hard to find in Pthumeru, so what do you not meet Rom is quite often.

#### **4.4 Isz Gravestone: unique enemies and bosses (Triangle shape of gems).**

Mobs: the unique enemies you can find here are not very farmable. We have already discussed above the enemies, here, which are worthy of attention.

##### Bosses:

The Watchers - give the same gems as in Pthumeru, but here the possible, so to speak, range of effects is expanding. Elemental 27.2s, 18.1 slow, 21.7 rapid poison becomes possible, as well as many other effects. Well, it makes it harder to get the same physical and adept effects. Watchers are also easy to find here, like in Pthumeru.

Undead giant - 28.7% Blunt/Thrust attack + various secondaries. Because of Isz gempool its harder to get physical secondaries, but still possible. Not hard to find.

Brainsucker - just like his friend mob drops gems with guaranteed secondary flat arcane effect, but with higher numerical values due to higher rank (19 max). 9.8+72.5 flat arc. Similar to the Watchers, the possible pool of primary effects is also expanded. Elemental, physical, poison effects is possible. Very easy to find, and to deal.

Pthumerian Elder - favorite find for an Arcanists. Drops Cold abyssal gem +65 arc scaling, like his fellow in Pthumeru, but with Triangle shape. The variety of beneficial secondary effects is very different. The most desirable effects is +15 flat fire/bolt, however, obtaining these effects is very difficult due to the presence of a variety of physical and other effects in the drop. From my personal experience, I can say that the Elder here is very greedy for the Cold abyssals drop, but who knows, maybe you'll have better luck. There may be problems finding the Elder here, pretty rare boss on layers 3 and 4.

Ebreitas, daughter of Cosmos - can also be useful for Arcanist, but there are a few things to be warned about here. She drop Arcane abyssal gem with fixed primary arc 24.8% + various secondaries, however, the amount of junk secondary effects that she can provide is simply unimaginable. Chance of receiving useful secondary effects such as +15 flat arc or 4.8% ATK UP at full HP is ~ 1.5%. And this is huge problem. For example, the last time it took me about 5 hours to get more or less useful gem from her (24.8+14 flat arc). The decision is entirely yours whether you want to try to get this gem from her or just replace it with the Watchers gem (27.2 arc). But this gem from Ebri is best in class for arcane conversion, when arc level is above 50. Pretty common boss for 3 and 4 layers in Isz.

Amygdala - fairly common boss for Isz. Drops Nourishing Abyssal gems 21.5% + various secondary effects ( as physical as well as elemental ) Useful gem for split damage weapons, like Holy ML sword, Tonitrus etc.



#### **4.5 Lower Loran: unique enemies and bosses (Waning shape of gems).**

##### **Mobs:**

##### **Loran Silverbeast (boss version as well) -**

could meet these guys earlier in the main game. The mob version drops max 17 gem rank, boss version 19 (23.9 + secondaries) 23.9+14 fire/bolt is a pre abyssal quality elemental gem, which is pretty good, also drops 15.9 slow and 19.1 rapid poisoning, which are the best Waning poison gems. +5 healing gem is also possible. Having this boss makes it pointless to farm Bepis boss in Loran, Silverbeast is much easier to kill, and he drops the same gems as Bepis. Silver beast mob can drop Bastards of Loran.

Loran cleric - a unique enemy that can only be found in Loran. Drops waning gem 9.1+67.5 fire, secondary guaranteed. Possibly the best gem in a fire-infused weapon for low arcane characters. However, there are problems with the drop from him, even despite the presence of the Eye rune, a very low drop rate of gems. But no problems with Blooming coldblood flowers, can be used to farm them. Some OOS farm him in an attempt to get 2 gems 9.1+67.5 for radial slots, but that's up to you. Terribly unpleasant job.

##### **Bosses:**

Bloodstarved beast - our old friend, where we just did not meet him. Drops useless Warm gems or Bloodtinge gems into the pistol 28.7% Blood ATK UP + 7.3 flat blood ( Circle shape ). This gem is best in pistol (at low bloodtinge) and blunderbuss at any bloodtinge. If you're having trouble finding a 31.5% gem in pistol from Watcher, you can use a BSB gem, he's much easier to find. *It's also worth mentioning that he can be encountered as a Wandering version, usually somewhere in a swamp.* Drops a gem of the same quality as the boss, but the amount of health is much less, about 5000. (use savescum, does not respawn after killing)

Undead giant - drops the same 28.7% Blunt/Thrust gems, but getting useful secondaries from him is very hard here. And mostly pointless, physics builds prefer 2-radial and 1-triangle versions of the weapon, so this waning gem isn't much use.

Amygdala - fairly common boss for Loran too. Drops Nourishing Abyssal gems 21.5% + various secondary effects. Useful gem for split damage weapons, like Holy ML sword, Tonitrus etc. Only worth mentioning here is that getting flat arcane and physical secondaries in Loran is much harder. Will talk more about builds, that prefer nourishing gems in such a weapons later, in next chapter.

Abhorrent beast - a unique boss for Loran, not very hard to find on layers 3 and 4. Drops the best gem for bolt damage in the game, Bolt abyssal 22.5% +33.8. Good loot for the Arcanist. He can also be encountered as a boss of 1 or 2 layers or Wandering version, but in this case the gem of the maximum quality cannot be dropped.

Loran Darkbeast - not the most pleasant boss to fight, but also completely optional for farming. Drops Bolt abyssal gem, but weaker than Abbo's above, only 24.8% +15. However, such a gem can be used in weapons, it's up to you.

Watchdog of the Old lords - priority target for Arcanists. Drops the best fire gem, Fire Abyssal 24.8+15 flat fire. However, this is where things get complicated. The fact is that finding this dog in Loran on 3 or 4 layers is very difficult, *only 8 dungeons with dog on 3rd layer and 17 with dog on 4th layer*. So if you have a bad luck in finding dog or don't intend to hunt for the best gems, you might want to consider other options to make a fire infused weapon for the Arcanist.

Pthumerian Elder - not very required for farming. Drops Cold abyssals gems +65 arc scaling, however, since the best gems for fire/bolt conversion are dropped from Watchdog/Abbo, it turns out that the Waning slot is already occupied. In principle, he can be used for hardcore farming in an attempt to get an OOS Radial cold abyssal gem with flat fire/bolt secondaries, because the chance of obtaining these secondary properties in Loran is higher than in Isz, however this is madness. Up to you. Not so rare in Loran on layers 3 or 4.

## **About complexity of gemming weapons for different builds.**

Unfortunately, gems in weapons for some builds are much easier and faster to get than for other builds. This is what I would like to talk about in this chapter. Make a certain "tier list" of builds, from the *easiest* to the *most difficult* in terms of gemming.

### **5. Builds based on the use of physical damage.**

(Pure strength, Strength+Skill, pure Skill, Bloodtinge builds based on use of PHYS. gems)

Everything is quite simple here, these are basic and easiest builds that do not require a lot of effort and time, however, obtaining specific gem setups can be difficult.

The easiest option for any weapon that uses physical damage is 3 gems of 27.2% physical damage from Watchers. In this case, *these builds prefer the 2 Radial and 1 Triangle gem slots versions of the weapon (Normal or Uncanny)*. For example, if you are going to gem Saw cleaver or Saw spear on a physical build, then it probably makes sense not to improve the normal version above +6, but to find an Uncanny version early, to save chunks. In weapons using Bloodtinge, this is the easiest option as well. This gem setup (3 x 27.2) can be obtained in just a couple of hours, so there shouldn't be any problems.

In case that your Strength is higher than Skill or they are equal, you might want to add Heavy abyssal gem to your weapon instead of one 27.2 (not every weapon, some of them don't need HA), this will increase the damage even more. Getting +15 secondaries on HA gems can be tricky, but +12.7 works just as well.

Pure skill and bloodtinge builds are usually fine with 27.2 gems, if you want a bit more damage, you can replace 2 x 27.2 with 2 Tempering abyssals 24.8%+15, but the difference in damage won't be that big.

The real issues can start if you want to get Blunt/Thrust 31.5/32.6% gem setups from Watchers. Blunt/Thrust are special damage types that only increase the damage of certain attacks from a weapon moveset. Watchers aren't too generous with these gems (see drop chances in 3.1), so getting even one of these gem setups can be a challenge, especially with acceptable curses. But it is absolutely not necessary to suffer with this, only if you really want better gems.

It is also worth mentioning the huge advantage of physical builds - the use of Beast blood pellets. They can boost your damage up to +90% and if you use the pills wisely, the time of boss fights is greatly reduced. However, this does not increase Blood and Elemental damage, only physical damage.

<https://www.bloodborne-wiki.com/2015/03/beast-blood-pellet.html?m=1>

*How to save beasthood before a boss fight:*

1. make sure your beasthood is 400 or higher
2. take a pill and fight the boss, using high efficiency beasthood buildup weapons. (saw cleaver or saw spear transformation attacks, whirligig saw)
3. exit the game before the pill expires (1 minute)
4. if the length of the strip does not suit you, you can repeat steps 2 and 3 again until you reach the full
5. make a save file and start to farm the boss

You can also use the mobs near the boss door for this, attacking them with your bare hands, broken weapons ( Beast claws, Logarius Wheel ), but here I will leave you room for experiments.

### **5.1 Arcane hybrid builds.**

( Strength + Arcane, Skill + Arcane )

There shouldn't be any particular difficulties with these builds, they take the best from both worlds. Both physical damage and elemental, ranged combat with Hunters tools, using weapons with split damage.

About pure physical damage see above (*in 5.*), about pure elemental conversion see below (*in 5.2).*

Weapons with split damage should be discussed separately.

*Strength+Arcane (Holy ML sword, Boom hammer, Tonitrus, Logarius Wheel, Amygdalan arm) -*

It's very simple here, this build allows you to use Nourishing gems, which increase both physical and elemental damage, allowing you to use the overall moveset more efficiently. Weapons for these gems should preferably be Lost versions, with different slots for gems. Despite farming Amygdala, with a little skill and practice, these gems are pretty easy to get.

*Skill+Arcane (Burial blade, Blades of mercy) -*

Here it is only worth adding that instead of physical setups, you can use Nourishing in BB and BoM (lost versions also). They are not stronger than the physical ones, maybe even a little weaker, just as a possible alternative. Holy ML sword (just need min strength requirements) and Tonitrus can also be used on this build with Nourishing setup, but Wheel, Boom hammer, Amygdalan arm are not very good anymore. This build also has higher Visceral damage.

**Average Nourishing setup (lost version of weapon):**

*One Radial Nourishing gem* from Gargoyle 19.3%+ secondary/Nourishing Abyssal from Rom 19.5%+ secondary.

*One Triangle Nourishing abyssal* from Amygdala in Isz 21.5% + secondary.

*One Waning Nourishing abyssal* from Amygdala in Loran 21.5% + secondary.

In case of Strength+Arcane you may replace gem in radial slot on Heavy abyssal from HBLB. Physical part will become stronger.

If you don't want to deal with Amygdala so much, you can try this setup in normal/uncanny version of weapon:

*Two Radial Nourishing gems* from Gargoyle 19.3%+secondaries.

*One Triangle Nourishing abyssal* from Amygdala in Isz 21.5% + secondaries.

**5.2 Pure arcane builds.**

( Various amount of arcane 50-99 and basic requirements of strength/skill to equip needed weapons )

With these builds, the real difficulties already begin. Just beating the game using the Hunter tools is pretty easy. However, you may have noticed that the base game and DLC don't have a wide variety of elemental gems to make a decent weapon, so if you want to not only shoot enemies from afar, but also deal decent melee damage, you need to go to the dungeons. The Arcanist's playstyle is quite unique, with a wide variety of both convertible weapons with different damage types (fire, bolt, and arcane), exploiting the weaknesses of

enemies, as well as the ability to only ranged fighting at will, not to mention the presence of such unique weapons as the Kos parasite, which can reveal itself in due measure only with gems from the dungeons.

I'll try to provide simple gemming options for convertible weapons as well.

#### *Hunter tools:*

Unlike other stats, Arcanist's toys do not have the rule that 50 is a hard cap, they continue to scale up to 99 quite well. So if you want to deal good damage with Hunter tools, it makes sense to level up arcane and further.

#### *Elemental converted weapons:*

##### List of possible weapons for conversion:

Saw cleaver, Saw spear, Threaded cane, Hunters axe, Beasthunter Saif, Beast cutter, Church pick, Kirkhammer, Ludwig's Holy blade, Rakyuo, Stake Driver, Whirligig Saw, Beast Claw.

As you can see from this list, the possible Arcanist arsenal is in no way inferior to physical builds.

Almost all weapons that change damage type on conversion follow one general rule: after 50 arcane they need 2 Cold abyssal gems and 1 gem that will give the required element when converted.

Two ways are possible here, easy and difficult (the best setup):

##### 1st option, easy way:

Choose any weapon suitable for conversion with *2 radial and 1 triangle slots*, and get the following gems :

*2 Radial cold abyssals* from Elder in Pthumeru + any secondaries (preferably + open foes%, but any acceptable ones will do)

*1 Triangle gem 27.2% of any element* from Isz Watchers bosses.

I can not say that it will be easy and simple, but the main problem will be the search of Elder. Watchers aren't too generous either, but it can be done in an evening. It is also a suitable option for those who have more than 50 - closer to 99 or max arcane, stats will give you a little bit more damage.

##### 2nd option, best possible setup:

Fire/bolt conversion - lost version of weapon (each slot is different) and the following gems:

*1 Radial cold abyssal* + open foes % secondary from Elder in Pthumeru.

1 *Triangle cold abyssal* + 14-15 fire/bolt secondary from Elder in Isz.

1 *Waning Fire abyssal* from Watchdog (24.8+15 fire)/ *Bolt abyssal* from Abhorrent Beast (22.5%+33.8 bolt) in Loran.

Arcane conversion - weapon with 2 Radial and 1 Triangle slots and the following gems:

2 *Radial cold abyssals* + open foes % secondaries from Elder in Pthumeru.

1 *Triangle 27.2% arcane* from Isz Watchers or 1 *Arcane abyssal 24.8%+15 arc* from Ebreitas.

Exception to rule. Ludwig's holy blade: he only needs one Cold Abyssal gem for Fire/Bolt conversion, Triangle slot can be filled with 27.2 gems.

The difference in damage between the first and second setup is not very much, about 15-20 AR points, so it's up to you whether you want to grind more or not. Elder in Isz is very stingy with the necessary secondaries, Watchdog and Abbo in Loran are also not very generous, and it can be a problem to find them, not to mention Ebreitas with her 1.5% chance on secondary flat arc.

Possible replacements for Waning slot (Fire/bolt):

Madman's gem 21%+31.5 fire/bolt

Silverbeast Boss gem 23.9%+14 fire/bolt

Watchdog of layers 1 or 2 23.9% + 14 fire

Loran Darkbeast 23.9% +15/ or 24.8% +15 bolt

Hunter with the Wheel or Beast claw hunter in Loran 23.1%+14 bolt

Not the best options, but decent ones. If you're having trouble finding bosses, or the RNG just doesn't smile at you, then you can consider these options, especially if you got such a gem just along the way.

*Well, there is one more thing to mention.* All Radial cold abyssals with + open foes secondaries can be replaced with the same, only with the corresponding element, fire /bolt /arcane. But that's crazy because it means farming Elder on OOS/OOE gems.

In general, it is quite possible to successfully get good gems offline for pure arcane builds, however it takes much longer than on the builds mentioned above.

### **5.2.1 Kos parasite and Holy ML sword (with base stat requirements) on pure arcane build.**

These weapons is worth talking about separately.

Kos parasite: probably the most unique weapon in the game. However, a huge problem is to get good gems. The base game does not provide any decent gems, I will try to provide options from dungeons.

Low arc level Parasite/Easiest option with high arcane:

Brainsucker gem setup -

2 radials from mob with any primaries + 67.5 arc flat secondary.

1 triangle from brainsucker boss 9.8+72.5 arc/arc.

A simple option, perhaps the best possible setup for up to 50 arcane, and also the best setup for L2 Parasite (Kos Bomb) attack with any arcane. However, when increasing the arcane above 50, melee damage loses a little to the next setup.

Setup for 50+ arcane:

It's a bit more difficult here, but this setup is more balanced, with both decent melee damage and decent AoE.

1 Radial cold abyssal + open foes % secondary from Elder in Pthumeru.

1 Radial nourishing gem 19.3% + open foes % secondary from Gargoyle in Pthumeru.

1 Triangle 27.2% arcane from Watchers in Isz.

Not a bad Parasite, in the future it is possible to replace:

Nourishing gem to 23.1% arcane + any secondaries from Bone ash hunter in Isz ( if you want a little more base damage, and not rely on open foes secondary )

27.2% arcane to Arcane abyssal 24.8% +15 arc from Ebreitas ( if you can spend 5 hours on it)

Holy moonlight sword: a lot of people think that the HMS with basic strength/skill requirements is a great pure arcane build weapon. This is not true. If you want to use HMS to its full potential, then it is better to do it on a hybrid build like Strength + Arcane. HMS on a pure arc build has very low melee damage, however, the beams from R2 attacks can deal good damage (like some stronger analogue of Black sky eye).

In no case do I recommend upgrading this weapon on a pure arcane build before gaining access to farming gems in the dungeons.

Possible gem setups:

Nourishing setup from 5.2, decent damage from beams, melee damage is not great at all.

1 Radial Cold abyssal + open foes % secondary from Elder in Pthumeru.

1 Radial Nourishing 19.3% + open foes % from Gargoyle in Pthumeru.

1 Triangle 27.2% arcane from Watchers in Isz.

This setup is more stronger for beams then pure Nourishing, but melee damage will become even more weak. I recommend pure Nourishing for characters with 50 arcane, and alternative setup for characters with arcane close to 99.

### **5.2.2 Other possible weapons on pure arcane build.**

*Logarius Wheel* (20 strength requirement):

not bad weapon in this case, use brainsucker gem setup for best dash+R1 transformed attacks.

*Tonitrus*: just as good, only relies more on L1 buff, use the Nourishing gem setup from **5.2**.

Weapons such as Amygdalan arm, Burial blade, Blades of mercy, Boom Hammer do not perform very well, here you need to invest in other stats. Not recommended.

### **5.3 Pure bloodtinge build and Arcane + Bloodtinge build (using BLOOD ATK UP% gems).**

I already mentioned the pure Bloodtinge build earlier, but I would like to talk about it more, specifically about the Bloodtinge part. If you are going to use standard physical damage gems for bloody weapons, then there is no problem. However, if you want to get gems for Blood damage, then there will be huge problems. See *Shotgun Watcher* in **4**.

In my opinion (maybe not only mine) this is the worst and most boring farm in the game. And if you want Blood ATK up gems on Arcane + Bloodtinge build, the task becomes even more complicated. Completing such builds in this vein can take a month or more. You decide.

For the Arcane part of the Arc+tinge build, see **5.2**.

In general, these builds are quite interesting and unique in terms of gameplay - blood damage, shooting damage + using Hunter tools and elemental converted weapons in case of Arc+Tinge. However, the number of Bloodtinge weapons is not very pleasing with the variety.

### **5.4 BL4/10, Gem mules, Low level characters.**

Probably the worst. I won't go into too much detail on this, just to clarify a few points. Such characters are very fragile. And since we have to explore dungeons, look for mobs, look for



bosses by killing unnecessary ones, in the hope of finding the right boss on the next layer, then the gameplay for such a character can become torture, with an infinite number of deaths. Especially if you are not experienced. It is not recommended to do this right away, at first it is better to understand the dungeon system better, play on a normal character, then if you want more challenge, then you can try playing for a low-level character. Gems for such characters can also be obtained from mobs.

Recommend to check this old guide, to have a general idea about gemming weapons of low bl characters.

[https://www.reddit.com/r/thebl4books/comments/act3ak/the\\_bl4\\_books\\_the\\_arsenal\\_of\\_a\\_bl4\\_character/?utm\\_medium=android\\_app&utm\\_source=share](https://www.reddit.com/r/thebl4books/comments/act3ak/the_bl4_books_the_arsenal_of_a_bl4_character/?utm_medium=android_app&utm_source=share)

*Again I will say that this is not highly recommended for unexperienced players. and low level gem farming is more of an online thing.*

### **5.5 Poison and healing gem setups.**

Decided to merge it into one topic. This is not to say that it is mandatory to collect such weapons, but they can be useful in some cases.

*Poison gems in weapons:*

[https://bloodborne.fandom.com/wiki/Rapid\\_Poison](https://bloodborne.fandom.com/wiki/Rapid_Poison)

We are not very interested in slow poisoning, this is more for online PVP. But Rapid can be useful against some bosses, both in the main game and in dungeons.

Best weapons for this:

Logarius wheel (dash+R1 hit procs poison faster), Chikage (already has 30 RP), Whirligig saw hold L2 attack, Saw spear, Blades of mercy because of high attack speed.

It should also be mentioned that it is not necessary to upgrade the weapon to maximum for this, and gems with curses like ATK down will work, it doesn't affect poison damage at all. RP weapon can be used on any build.

Funny video example of Rapid poison work, you can even beat the game as Pacifist:

<https://youtu.be/wZAVWmn4GS0>

*Healing gems in weapons:*

It is worth saying that putting one Healing gem in a weapon is not worth sacrificing damage. But having a separate weapon with three of these gems can be useful (+ a pistol with a Healing gem). Just hold such a weapon and a pistol in your hand and it will passively heal you ( max 20 hp every 5 seconds ) Sometimes it helps to save vial when moving in a

location clear of enemies or heal minor fall damage if you are not too lazy to change weapons, poking around in the menu. Just a small feature.

Weapons for this do not require a max upgrade.

### **5.6 Overleveled characters.**

If you are not going to play online afterwards, then it is not necessary to stick to the "meta", to limit yourself in leveling. You can go to 200, 300 or even 544 if you wish. But what I described about the previous builds in terms of gemming applies to a high level character as well. The decision is yours. A high level character will have a much easier time in cursed dungeons.

## **Conclusion**

If you still got to here, I apologize for such a long story and possibly a huge number of errors in the text (wrote using a translator). But I hope this will answer most of the newbies' questions about chalices, where, how and from whom to get gems.

Along with writing the guide, I started my own offline dungeon dive with a fresh character from scratch and I want to provide a link to my video, with farming results in about 50 hours (+6-7 hours, because they were probably lost due to savescum)

<https://youtu.be/wpN2zf8BluA>

I think that this is quite a worthy result for such a time. The character is almost complete.

Yes, farming can be hard and tricky, but if you do decide, hope the information I gave was helpful.

**Have a good hunting!**