

Cab 1

Enlil Presents a Guide to Soloing

Deep Dungeon

◆ PILGRIM'S TRAVERSE ◆

This guide is aimed at players interested in attaining the title “The Enlightened” from soloing Pilgrim’s Traverse from floor 1. **The title is only awarded if you start on floor 1.**

It is assumed that you’re approaching this with *some* familiarity with the content or with the willingness to explore before committing to a solo run. If you have found some bosses hard or enemies scary, this document is here to provide tips to make them easier as well as reminders of what things do. I also cover topics such as basic DD skill sets, strategizing pomander usage, and various niche pieces of knowledge unique to Deep Dungeon.

My experience level with PT is shown below. My title clear was Week 1.

All Jobs Solo Cleared (1 - 100)



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Preparation

1. Max out your Aetherpool ( 99/  99)
Aetherpool completely replaces your gear for determining your relative strength against enemies in the dungeon. All attack and defense values are based on this, so you can go into a Deep Dungeon with *no gear at all*.
2. Farm up enough  Potshards ("Illumed Aetherglass") to buy a reasonable supply of  Regen Pots ("Pilgrim's Potions")
3. Learn the requisite Knowledge Checks
How to survive enemies and bosses
4. Practice
We fail until we don't!

Role	How Many Potshards? 	# Regen Pots 
	10 - 15	200 - 300
	5 - 10	100 - 200
	0 - 5	0 to 100

For this guide I'll be using the more generic terms **potsherd** and **regen pots** since each deep dungeon uses a slightly different name for these, but they are all functionally identical.

 Ultra-potions are also important for spot heals, but you shouldn't need to farm for these specifically because the dungeon will drop them plentifully. Tanks may not need many of these, or will use them infrequently, and Healers will probably need relatively few.

 For later floors (71 - 100), I do recommend bringing raid food (Crit/Det on most jobs) because extra Vitality is particularly nice. (For all the micro-optimizers out there, support jobs can also benefit minorly from Direct Hit.) Jobs that need specific SpS/Sks values will find that your gcd is affected by your  Aetherpool level, so you may not require food to adjust this.

 Haste pomander will bring most jobs to a 2.13 gcd on later floors.

 Some jobs will be even faster.

 SMN will do considerably more filler than usual at bosses because of the  Aetherpool SpS, especially if stacked with  Haste.

 Curatives (Echo Drops, Spine Drops, etc.) are helpful in other DDs but in PT Purification exists so you don't need these here.

Super-ethers were helpful for healers in other DDs but you will probably not need these in PT because  No Ability does not exist to disable Lucid Dreaming. Mana management at bosses is comfortable on all healers.

 Tinctures were helpful for support jobs in other DDs but, much like EO, if you need additional damage at a boss you'll usually just use Barkbalm. Support jobs may still consider tinctures if you're trying to conserve Incense (which is my preferred strategy for tanks/healers). Another application is for damage on the floors when you're doing a very large AoE pull (such as blowing up a Witched treasure room).

Farming AP/Potsherds

The AP and potsherd farm are very different in PT from previous DDs, which is a big QoL improvement. In PT, you can farm floors 31 - 70 to cap your AP and to farm up potsherds. AP will come from Silver Chests and potsherds from Bronze chests.

When your   Aetherpool is twice the dungeon level your AP will  sync to the floor and silver chests will be less likely to boost it, so climb higher to get AP faster.

You can start your run at less than 99/99 AP if you like, but I would not begin with less than 79/79. Silver chests *should* cap it out by the time you reach the floors that no longer provide AP. If you want to be visible on the leaderboards, you'll want to start at 99/99 since AP impacts score.

 Starting on floor 71, silver chests no longer provide Aetherpool and bronze chests no longer provide potsherds.  This is a major change from other DDs, because it means you need to have your AP and potsherds farmed before hitting that floor set. *However*, if you do make it to that floorset with insufficient resources you can use your Second Save Slot to farm AP and potsherds.

What Jobs Should I Play?

I've cleared on all jobs, all of which charted on the leaderboard, so I can provide some general insights into how different roles perform.

What should I choose?

Play something you know well. If you play something that people *tell you* is "strong" or "good" in PT but you rarely or never play, you're more likely to die to AoEs as you stare at your hotbar and try to find the right buttons for your rotation.

When I'm playing a job I do not know well, I know that I have more mental lag and take more downtime as I prioritize surviving mechanics over clumsily doing the rotation. On jobs I know well, I can keep pressing the **correct** buttons while solving mechanics. The difference in gamefeel is huge, so **play something you know**.

How different are the jobs in how they perform?

The difference in power level between jobs of the same role is not as steep as other DDs. DPS will perform mostly similarly to each other (although  DNC and  BRD definitely feel closer to tank or healer damage). Tanks will perform *extremely* similarly to each other. Healers will perform mostly similarly to each other.

The reason experienced DD runners were able to get Week 1 solo clears isn't because of optimal *job* choices. It's because DD fundamentals from previous DDs translated to PT: meeting the DD's knowledge check, pomander sense, and **respecting the content** enough to get the clear. These skills matter more than job choice. In PT, clearing on one job and then pivoting to running another is basically equivalent to "being on reclears" for other content.

Should I play a job if someone says it's good?

It's ok to pick a job you want to *learn how to play* if that's your goal. But don't feel like you have to follow "meta" choices based on what streamers tell you or what you see popular on the leaderboards.

The most popular Week 1 solo choices were  WAR,  PLD,  MCH. WAR/MCH are *legacy choices* for strong jobs in previous deep dungeons, and in Dawntrail PLD is just WAR with more damage and more utility. Should you play

these? If you don't like 'em, play something else! I played  SMN to make it my first omni-job in all 4 DDs, and I like my first-clear job being different in each one.

What are the advantages and disadvantages of each role?

 DPS jobs will in general do fewer mechanics when fighting enemies and can often ignore enrage casts by focusing mobs down. Time-management is not much of an issue even if you single-pull enemies for the majority of the run. Bosses (except 99) should all die within 1 Str/Steel even without Incense, except on buff jobs like DNC and BRD.

The trade-off is DPS will use the most regen pots (especially melee) and are squishy, so mob AoEs are fatal earlier than they are for tanks. With Steel, DPS can usually survive failing a boss mechanic (*sometimes* two if they can heal between hits) – although some mechanics are fatal no matter what.

 Tanks will do more mechanics than DPS when fighting enemies and will sometimes need to stop an enrage (stun/interrupt). Time-management becomes something to keep in mind for the last 3 sets in particular, and it's recommended to do landmines on 71 - 73.

The trade-off, of course, is lower damage for more survivability. You can carelessly eat AoEs for much, much longer than DPS, but eventually you can expect to die if you stand in the bad. You can survive more failed mechanics at bosses than DPS.

In general, I feel like the safeguard of "*I can be as careless as I want*" is not a particularly compelling reason to play tank (especially if you have a DPS comfort job), because PT has so many checkpoints you can get practice throughout the DD wherever you want. And also because respecting the content will get you your clear.

 The main advantage of healers is you can effectively do runs without needing to use many (or perhaps any) regen pots. You have the same squishiness as DPS jobs but do less single-target damage, so you have to deal with things like enrages (Sleep or LoS, depending on the enemy).

Healers absolutely should not expect to single-pull enemies the entire way because you're likely to run into time issues. Like tanks, they should expect to do landmines on 71 - 73, and perhaps elsewhere if the conditions are right. Landmine plays are very comfortable on all healers.

So should you run healer? If you like healers and the challenge presented by them sounds appealing, there's nothing that makes healers inherently less clearable. But you need stronger fundamentals.

Healers are *really fun*. The way you have to plan your resources to manage time is unlike other jobs, and you have to use poms proactively and *expect* to get them back. If you want something that feels as tense and nail-biting as PT is going

to get, play a healer. I had the most fun on  AST and  WHM.

How consistent is clearing PT on different jobs?

If you asked me to clear PT on any given job, I am confident the only thing that would make me lose is my own mistakes. In other words, I think that every job has 100% consistency and player error is the only real lose condition. Nearly all my Duty Fails are to messing up a boss mechanic (or a DC/DDoS) and not to dying on the floors.

Bad debuffs, resource drought, and unresolvable obstacles have not been the things that ended my runs. The reason is that there are not enough bad debuff combinations to force using resources and leaving nothing for later.

The enchantments  No Ability and  Blind do not exist in PT. Those effects hurt some jobs a lot more than others. When evaluating jobs in Deep Dungeon, an important consistency question is "How do jobs handle bad debuffs?"

With  Blind and  No Ability gone, this question is essentially flattened to "How does it handle  Gloom or  No Items?" Most jobs do fine or have plenty of resources to solve those problems. The remaining problems are things like treasure rooms in the way, patrol hell, and getting too many high-kill floors.

Individual Job Notes

TANKS

No real notes really distinguish the tanks from one another. If you're trying to decide which tank to play, go with your favorite. Invulns are nice for landmines but definitely not essential. Frequent  Stun is probably the highlight of being a tank.



Feels like it has damage on-demand often with Gnashing Fang



Cozy for forced disconnects from bosses.



Damage felt really good.



The very definition of "It's fine."

HEALERS

Regen healers (at least to me) do feel the most fun for doing large pulls and kiting packs while maintaining damage. Expect to use your poms more carefully for time management on most of them.



Buffed damage is on-par with a slightly weaker tank. Kites well.



Very fun. Kites well. Damage is awful. Time management is key.



Damage similar to WHM. Some kiting tools.



Few kiting tools. Str/Haste makes it on-par with unbuffed DNC.

CASTERS

If you're a caster main, these are all great. None of them really feel like they're significantly worse than any other.



Damage damage lots of damage



Damage damage YAY SMUDGE.  Sleep if you need to paint.

 Great if you like a rotation you don't have to pay any attention to, but Haste pomander speeds up your gcd so much that you'll do an annoying amount of filler Ruin3 at bosses.

 Incredibly fun movement tools for AoE dodging, kiting, etc. However, your **dual-cast procs are consumed by using regen potions**. This is nothing new and has been an oddball issue with RDM in Deep Dungeon ever since Palace.

 Let them in. 😱

MELEES

These are all really high damage. On later floors sometimes you can kill enemies before having to deal with their Bad Stuff (like killing Humbabas before their cleave goes off). Melee should know that in Deep Dungeon there are no positionals.

-  The most animation-lock buttons of all jobs. Beware  Stardiver.
-  High DPS. Lack of ranged pull is less problematic than it seems!
-  Great damage. AoE in particular felt strong.
-  Great damage/mobility.  Hide is an all-star "No thanks" button.
-  Losing ogcd procs is awkward depending on when enemies die.
-  Great damage.

RANGED PHYS

The buff jobs definitely feel like they fall behind in damage to tank or even healer levels. Peloton always feels good despite Jog being added to the game.

-  Very, very strong personal damage on-par with high DPS casters/melee
-  Personal damage on-par with strong healer
-  Personal damage on-par with tank

How to Practice for Soloing

Use the checkpoint system to practice the floors either solo or in parties. In full parties, however, you may not see as many mechanics. For this reason it can be helpful to run a duo if you know someone else who is wanting to thoroughly learn the enemies and their telegraphs as well.

The thing that I see as an indicator of successful soloists comes down to two main things.

1. Learn to Hug Walls

Avoiding traps is most consistently done by hugging walls. PT seems to be almost bereft of wall traps if you are adequately hugging walls.

“Hugging the wall” doesn’t mean “be close to the wall” it means “You cannot possibly get closer to the wall. You are rubbing against the wall.”

People who learn to hug walls get further in Deep Dungeon because they don’t get killed by traps. On early floors, that’s usually the transformation (fairy) trap. On later floors, that’s usually luring traps.

2. Learn Your Pomanders

Know what each pomander is by name, what it looks like, where it is in the menu, and what it does.

Know which pomanders are “emergency buttons”: Witching, possibly Raising, possibly Poisonfruit.

Runners who can rapidly access the poms they need when trouble arises save their runs!

Other Recommendations that I can provide are these.

Re-size your HUD elements

It helps if you can keep your automap and pomander menu open full time. I shrink these to 60%.

Learn the monsters and what they do!

When solo you will see more mechanics than in group runs. This means you can be taken by surprise by a monster doing something you've never seen before - such as an  enrage! You need to know how the job that you're running will deal with each enemy.

The single biggest advantage you have against enemies is being *anticipatory* of their attack script. **Most monsters do not have strong enough autos to kill you between their mechanics if you are using your healing resources.** This means that surviving nearly every enemy comes down to dodging their AoEs correctly.

 Being anticipatory also means planning any buttons that cause *animation lock* around the mechanics the enemy will do.

When you know the monster is definitely going to do a certain thing a certain amount of time after being pulled (or at a certain HP threshold), you can prepare for it and anticipate where and how to move. Becoming *anticipatory* instead of *reactive* is the biggest improvement you can make in your own consistency. In this way, every monster is a knowledge check.

Control Your Environment

Maintaining control of the situation is everything. Check for incoming patrols first thing when you arrive on a new floor. Position enemies so that you can see incoming threats while fighting them. Keep track of patrols that you can't immediately pull. Monitor when enemies have moved so that you know when it's safe to go past them. Maintaining dungeon awareness throughout a run is key.

Become familiar with AoE Types

A normal telegraph is a large yellow AoE that gives you time to get out of it. These are avoided by **reacting to the yellow region** and moving out of it.

Late Telegraphs are when the telegraphed AoE appears at the same time as the damage snapshot, which means you do not have time to escape it once you see it. These are avoided by **reacting to the cast bar** early and being out of the region that will be hit.

 Targeted (or Baited) AoEs are another category of attack that snapshot your location sometime during the cast bar (typically at the beginning). This allows you to position the incoming AoE and then move to avoid it.

Some attacks may have **no telegraph** and you simply see the damage animation but no corresponding yellow flash to indicate the shape of the region.

Learn the bosses until you are comfortable with them.

Either practicing the bosses or looking at VODs to learn the mechanics helps a ton for confidence and also resource conservation. If you can shotcall a group through bosses, you're definitely ready to solo the boss yourself.

In some cases you may consider not using incense on a boss and committing only the resources you need. This can be a strong choice to give yourself a head start on the next set, but it does mean late-dungeon bosses take a lot longer. On support jobs, later bosses will even outlast a Str/Steel.

Learn how to budget your pomanders

This is a tough one because “pomander sense” is much more lenient here than other DDs, and when to use a pom and when to sit on it has more relaxed strategizing.

Knowing what poms you want to use under which conditions goes a long way, and it's something you can develop when doing group runs - especially if you run with folks who tend not to touch the poms at all. I will have some generalized recommendations in a later section, but you find what fits you.

Big-pull floors 1 - 30

I recommend this for several reasons.

- This gets you used to using your regen pots instead of trying to conserve them, so later on you won't be hesitant to consume this resource on an as-need basis.
- This respects your time, because the enemies on these floors are mostly unproblematic.
- This gives you practice at dodging multiple AoEs at once so that you can do so later – either intentionally or if you accidentally pull 2 - 3 mobs.
- When you know you can dodge multiple AoEs at once, it makes climbing faster and conserves resources (such as Witchings or Raisings) if you end up in a spicy situation but you are confident you can dodge effectively.

Use Your Resources

It is possible to clear by conserving poms and using them only as you overcap, but it will be slow and miserable. It's more efficient (and more fun) to use your pomanders whenever they would help you.

Put Your Role Actions on Your Hotbar

You'll find that many, many enemies are susceptible to  Stun and  Sleep effects, which are useful for interrupting problematic AoEs or even enrages. Note that some enemies whose casts are stopped by Stun/Sleep may attempt to use the ability again shortly after recovering, but this is somewhat rare.



Interrupts are quite useful for stopping problematic or annoying casts.

My recommendation for role actions is to keep them available to solve problems rather than defaulting to them for dodging mechanics. I usually prefer to dodge a mech than depend on a cooldown to be available to prevent it. This can allow you to chain pull enemies if you're not waiting for a cooldown to come back.



Swift has many uses for casters depending on how the job plays, but I don't always include it in the job's rotation on floors. If there's a problematic cast I don't think I can dodge, I like to swift  Sleep as an emergency cast. For stopping enrage casts, those castbars are typically very long and Swift is not needed.



Sleep is an incredibly useful role action for  casters. You can swift it after going over a Luring trap and sometimes save yourself from having to use a Witching by picking off whatever didn't sleep. Healers'  Repose is not an AoE sleep, though, so it's not quite as useful for this purpose.



Anti-knockback effects can prevent enemy draw-in/knockback effects.



Arm's Length can apply a  Slow effect that will **remove or prevent Haste** that some enemies apply to themselves. This is also useful for big pulls to cushion auto damage.



Addle is most commonly used as **Caster Provoke**. The most typical use I have for Addle is just an ogcd to pull enemies. It's used instantly and is single-target, so it won't pull more than you intend. It *can* reduce the damage of enemy DoTs

(including  Pox) if the debuff is active on the enemy when the DoT is applied, but this is a very minor utility and probably not as useful as 'voke.

I did not find Heavy/Bind effects as useful in PT as in PotD/HoH. Autos are not so heavy that these effects are especially helpful, which is similar to the utility of these buttons in Eureka Orthos.

Use Your Map to Monitor Chest Drops

Identifying whether a room has a chest in it is much faster by glancing at the automap than by looking around the room. If you have just killed an enemy (or a pack of them) and they dropped chests, you'll see chests much faster on the automap than you will in the pile of dissolving bodies.



Note that the map indicates the highest rarity chest in a room, so in this example there *could* be bronze or silver chests in any of the rooms with gold chests, but the key room has no gold chest. The map cannot tell you how many chests are in a room.

On occasion, a glance at the map can even tell you something useful that may be hard to tell otherwise. If you come upon a treasure room and the map indicates the highest-value chest in there is Bronze, then you know it's a *scam treasure room* and probably not worth your resources to wipe.

Time Management

When solo, time management is something to think about because you need to get to the boss with enough time to kill it. Pomanders and Votives (except Gathering Gloom) are time gains or time-neutral, while debuff enchantments, most traps, and hazards are all time losses.

The biggest potential time losses in Deep Dungeon are usually resolving emergencies (accidental pulls, luring traps, etc.) and recovering from death. Expect dying to impact your time by at least 4 minutes if not more.

The decision to continue exploring a floor after the key is opened is always a time

management decision. Is the trade-off of picking up an extra chest or two worth the time it would take to go look? Sometimes it is! Sometimes it isn't. Get a feel for which risks to take.

Enemy Aggro Type

For many early floor sets this won't matter very much, because you can quickly kill anything that pulls. For sets where you actually want to start avoiding enemies, aggro type matters.

⦿ Sight aggro will pull based on a vision cone in front of the monster. It is about 12y and is wider for enemies with larger hitboxes.

If you use a movement ability and your *start* and *end* positions are on opposite sides of the sight cone, you'll go through it without alerting the monster.

Eye-balling this can take some practice, so avoid this technique if you know you absolutely must not aggro something.

✿ Proximity aggro enemies will pull if you are within a certain radius of them in any direction (about 8y). Their radius of awareness begins at the edge of their hitbox, so large-hitbox prox enemies can be shrunk with Witching to shrink their aggro radius. (This technique is probably not needed in PT, but it's occasionally clutch in PotD and HoH.)

♪ Sound aggro will pull if you *run* within a certain radius (about 8y). If you *walk*, these enemies will not aggro unless you *walk through the center of their hitbox*.

⚠ Movement abilities such as dashes, gapclosers, flips, and so on will alert sound enemies.

If you don't know what your keybind is for Toggle Run/Walk, it's in this menu.



Enemies Fall into Categories

This is probably one of the most niche observations about enemies, and it is very deep dungeon-brained to think about mobs this way.

FFXIV has many different [enemy categories](#) (consolegameswiki) and the category to which an enemy belongs can have certain generalized things that are true about them. Consider the table below to be *expectations* when you come upon an enemy and want to guess its aggro type and vulnerabilities if you don't have a resource open.

Enemy type	Typical aggro	 Sleep?	 Stun?
Plants ("Seedkin")	Sound	Usually	Usually
Animals ("Beastkin")	Sight	Usually	Usually
Demons ("Voidsent")	Sight	Rarely	Usually
Undead ("Ashkin")	Proximity	Rarely	Sometimes

There are more enemy categories than in the above table (Forgekin, Soulkin, Sin Eaters, Transfigured, and so on), and it may be hard to identify which category certain enemies belong to. But sometimes just having a sense of what a monster *is* gives you an idea of what role actions might help with it.

Tools: Signs, Markers, and Chat

It's easy to forget things in Deep Dungeon because your attention is constantly divided between what you are fighting, what threats are incoming, and how you're planning to solve this floor and prepare for the next. For this reason I recommend using Signs and Markers in a few different ways.



Signs

I like using these markers primarily on chests. If a chest contains a pomander overcap that I can't make use of (Serenity, Purity, etc.) then instead of opening it and crushing the pom to get the chest off the map, sometimes I just put a  Marker on it to tell myself I checked this and don't need it. If a chest contains a pomander I want to return to and use later (such as before leaving a floor), I'll put one of the other markers on it to remind me of that.

Some players like to put the numerical markers on  Patrols to keep track of how many they've seen if they can't engage them immediately.

The  markers are especially useful in party runs when someone has already checked a chest and you want to indicate to people "Don't go in there again; that chest has crap in it."

Waymarks

If I go over a trap when transformed into  Fire Ghost or  Mudball, I like to put a marker down in the room to indicate the room has been de-trapped. When I go through the floor afterwards to loot chests, this helps remember where I can

walk freely.



These may also be useful if you are on a **No Automap** floor if you can't use a Sight to counter it and think you might get lost. Putting down markers in some kind of order can help you navigate.

Waymarks cannot be applied in combat, so aggro'd enemies must be killed before you can place one.

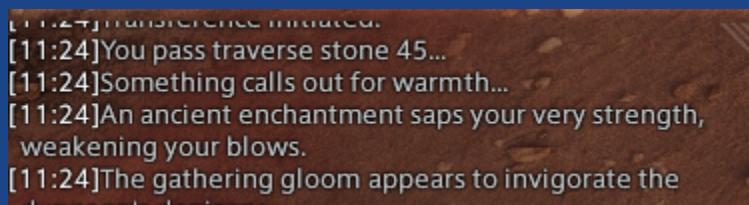
Waymarks in Deep Dungeon cannot be saved, even on boss floors. The bosses in PT don't really benefit from markers, unlike certain bosses in other DDs.

Chat Box Information

Using chat to make notes to yourself can be very useful for remembering to do something on a particular floor. There are times when making a quick note to yourself is incredibly useful. I like to use /yell to make my notes stand out from system messages.

The game also provides system messages for information such as when a Votive is present on the floor, floor debuffs, when the key opens, when the Cairn opens (not relevant to us), whether hoard is present (if intuition is active), and pomanders discovered in chests. **If you can't remember what pom was in some gold chest that you left at the opposite end of the map, just check your system messages and save yourself a walk.**

In the example below, the text box is telling us there is a Votive on the floor and that the enchantments Damage Down and Gloom are active.



Pomander Sense

Pomander sense is your general notion of **how to use your resources** and **maximize their utility**. For this, you need an idea of how commonly you'll find certain pomanders so you can know how to value them. These numbers are based on data from other DDs with the new pomanders fit in based on how common they feel based on my runs.

Rarity	Poms	# per run (estimate)
Very Common (multiple drops per set)	  Strength, Steel	30 - 40
Common (expect 1 or 2 per set)	     Affluence, Fortune, Witching, Haste, Purification	20 - 25
Uncommon (perhaps 1 per set)	      Sight, Safety, Alteration, Flight, Purity, Serenity	~15
Rare (may not "come back" if used)	  Raising, Devotion	3 - 10

Some of the numbers above may be slightly deflated due to overcap pickups or leaving poms in chests (eg, Flights on leveling floors). Uncommon poms may be slightly more common than suggested above.



Strength

This pom will speed up floors and speed up bosses. It's particularly useful when doing AoE pulls, and one-on-one sometimes using Strength will help skip a mechanic (such as an enrage). If you're at 3 Str, there's rarely a reason not to pop one.

Maximize Utility

On floors where you're transformed into a  mudball or  fire ghost, Strength is not providing much help. If you know one of those floors is up ahead you may choose to do the current floor without Strength.

If you know you have plenty of time to kill a boss and are unlikely to make a mistake in a long fight, you might hold Strength for the next level set.

Steel

This has very different uses in PT than it does in PotD/HoH. We are not usually hard-pressed to survive autos when fighting mobs one-on-one, so we should never need Steel for that purpose. But Steel is still useful for several applications:

- Potentially surviving a failed boss mechanic
- Large pulls (including landmines) on any set
- Accidental extra pulls on later sets (even a few mobs can have painful autos)
-  Gloom floors, if you find the autos are very heavy
- (less important) Cushioning autoattacks when transformed

Affluence & Fortune

Pomander generators. These poms allow you to make your own luck. The more poms you generate, the more affluences and fortunes you get. It really pays for itself. Hoarding these and only using them when you overcap **will make the dungeon feel like a slog**.

Fortune boosts the drop rate of chests by about 13% on the current floor, and Affluence adds chests to the next floor. **I strongly believe that using these poms effectively to keep your resources stocked is one of the key skills to develop for Deep Dungeon.**

I will basically always use a Fortune if I'm at 3 (and the floor isn't Flighted), and I particularly like to pair this with Alteration (since mimics and korrigans have a base chest drop rate of 50%). I do not recommend staying capped at 3 Fortune until you find a treasure room or plan to wipe a floor. Use Fortune more frequently than the “big opportunity” floors.

Most of the time I'll use an Affluence if I'm at 3. It's strong to pair with Flight since additional chests are easier to loot when rooms have fewer enemies in them. Affluence and Flight increase the chance of a treasure room on the next floor, but this effect does not stack. If I'm on the 8th floor of a set and have 3 Affluence, I usually use it to avoid potential overcap on the 9th floor if I know I'll be hunting for chests.



Witching

Best used proactively to AoE mobs down, but for prog floors you may want to keep some around for emergencies. Accidentally pulled two things and you're not sure you can handle both? Accidentally tripped a Luring? Pulled a mob and you don't know what a cast bar does? Witch. Got mimics from Alter and don't feel like getting poxed? Pull all 3 and witch.

Witching with Sight can make using a landmine to wipe out a pack of enemies efficient. For large groups you should also use Steel to cushion the autos.

Enemy HP thresholds are low enough that most DPS jobs can use Witching (and Str/Steel) to AoE down treasure rooms in 1 - 2 Witchings. Starting on floors 61+ this may not be quite enough and you may need additional firepower (such as Barkbalm).



Haste

This pomander synergizes with Strength to speed up floors and bosses. It speeds up your gcd, and that's all. It's nothing groundbreaking but it is more damage when you need it. (This pom affects the entire party, but solo you'll only notice it on yourself.)



Purification

When climbing, keep this pom at 2 (or lower) so it doesn't slow you down when you open a chest.

This has very few real uses. Primarily, this pom saves you from stocking Echo Drops and Spine Drops. (This pom also affects the entire party, which is not really relevant to us.)

There are only a few enemies that have status effects where you might use this. This will be noted in those sections.

If you happen to run over a Pacification trap, this will remove both effects (rather than prevent one or the other) **and** provide the buff against the next status effect. It appears that when you go over a Pacification trap this pom prioritizes

removing the  Weaponskill debuff, so casters may not get much mileage out of pre-applying this as a trap safeguard.

 Beware that the effect is removed by the 1 second stun applied by Korrigans (if you are close to them).

This pom **does not** cleanse or prevent Pox from Mimics.

Sight & Safety

These have similar but rather different uses. Most players will use them to avoid traps, but Sight is really much stronger.

You might use Sight when you need to find the key or a Votive (if you used a Devotion). Sight is also useful for doing landmines to speed up floors. You may also use Sight to pop Lurings if you're trying to efficiently AoE down many enemies to open the key (if you know you can handle whatever will pop out).

Safety is useful when you want to move freely. This is nice for doing larger pulls, for looting chests after wiping a floor, or even for situations as niche as sneaking between several enemies that won't notice you if you creep behind them.

Alteration

I always look to use this if I am at 3. I prefer not to overcap this pom because I view mimics and korrigans as a soft pom refill.

The main thing with Alteration is that you want to prioritize finding the altered room unless it's proving intractable. In some situations where you're looking to just move on, you skip finding it entirely if the key opens early. But in most cases you'll be chest-positive if you can find the mimics/korrigans and kill them.

The main counterbalance to decision making with Alteration is Flight, and in most situations you don't use them together. However, Alter/Flight ensuring low-kill and gambling on finding a room with one or two korrigans is really nice if you absolutely need to save time. This level of time-saving is less relevant in PT in most situations.

Korrigans are immune to both Witching and the shrubbing effect of the Mazeroot fairy. This is an anti-frustration measure to prevent Korrigans from becoming as tanky as regular monsters. (This is only true in PT and not in other Deep Dungeons.)

Some particularly good floors to alter are 26 - 29 and any floor 91 - 98 because rooms on these floors can have up to 4 enemies (which is big alteration value).

Flight

On 1-30 I don't use this at all. But after, I try to avoid overcapping this because it helps avoid time issues. It also has a variety of proactive uses.

If you want to use Devotion and find the Votive easily, Flight will make it easier to find and use.

If specific floors have problematic enemies (high concentrations of proximity enemies, nuisance out-of-combat casters, patrol trains), then Flight can thin those out for you.

When to commit a Flight (or Alter) can be an important consideration. If you overcap both Flight and Alter on a floor, you may prefer one to the other. If you get the "*Something calls out for warmth*" message in the text box, a Votive is on the floor and the enchantment you get may influence whether you Flight ( Gloom sometimes yes, but positive effects usually no).

Purity

This is for removing the  Pox, and there are many reasons for doing this. Pox is a DoT, disables natural HP regen, and is a damage down (10%).

There are some considerations to make when removing Pox, and I would have 2 stocked when going into the final floor set. **In most cases you simply live with the Pox** because healing through it is typically a non-issue. Pilgrim's Potions, Ultra-potions, and healing abilities in job kits will keep you healthy.

In PT, Pox is not a particularly dangerous DoT. Its potency does increase by the floor set (250ish on early floors and 900ish later on), but our HP totals are so beefy these ticks are minimal. The biggest issue you run into with pox Pox is that it disables natural HP regen.

Pox is most dangerous on  No Item floors, but in those cases you'll usually either use a Serenity or Mazeroot if you know you need healing items when fighting enemies on that floor. Sometimes a job has enough healing tools in its kit to manage these floors without removing the enchantment.

The **most important** use of Purity is to remove Pox before a floor where you will be transformed into a  Mudball. When you are transformed you cannot heal yourself and Pox prevents natural HP regen, so when you take autos or go over a landmine you'll have no way to heal up. Purity is important when planning to use Devotions and the main reason I would not go to 0 before going into the final set.

It is *less* important to remove pox for  Fire Ghost transformation because you get a double HP buff from the transformation, so the pox tick is extremely minimal, and you can hug walls to avoid landmines (which are the main threat to you in this form).

Another reason to use Purity is if you think time might be tight at a boss and removing the damage down will be relevant to clearing on time.



Serenity

This is a convenience pomander in PT and usually not something that makes or breaks a run, which is a massive change from other DDs where specific debuff combinations can be an auto-lose.



“No Items” is probably the primary motivator for using Serenity, but Mazeroot is also an option for removing enchantments. If you can choose enemies to fight that don't require that you heal, then you may be able to do an entire  “No Item” floor without using a resource.



Sometimes Serenity is nice just to remove a  Gloom, especially a   Dmg Down / Gloom combo.

On later sets, having 1 or 2 Serenity available is very helpful. On the final set, having a stock of Serenity so that you can use Devotions and Incense as needed will ensure you can keep your wipes rolling.

Serenity cannot drop before floor 7, but PT can give you really annoying debuffs before then. It can even TRIPLE DEBUFF you before you can find Serenity.



Raising

This pom is all about **RESPECTING YOUR TIME**. You are committing your time to prog Deep Dungeon, and losing an entire run with a bag full of poms is a tragedy. The most common DDer rule of thumb for using Raising is this

Raise Any Prog Set

That's it. That's the biggest anti-frustration measure we can offer. If you know a particular set has enemies or bosses that are more likely to kill you, use Raising. If you know you are more likely to make a mistake on a certain boss, use Raising. If you are torn between using your last Raising and being tilted that you died with one in your bag, use Raising.

You can clear with 0 Raising.

Sometimes the sets we die most on aren't the last.

Raising poms can only drop from floors 7 to 79. They do not drop from chests on floors 81 - 100.

Emergency Raising and Sac Strats

An emergency raising is using one as your final action before impending death, or when you *will* die and need to sac (sacrifice). If you do this at a boss, the boss will re-aggro if you are near its spawn location. If you do this on the floors, there are some things to know about how enemies de-aggro.

When you die, enemies all return to where they spawned: mobs to their original room, and mimics to where they were opened.  Patrols spawned by Lurings will resume patrolling from where you die, which can make proximity patrols immediately re-aggro sometimes. Enemies will *also* re-aggro immediately if there are any active DoTs on them when they leash.

If you need to sac, plan where you can most safely die and begin recovering.



Devotion

This guarantees a Votive on the next floor and it ensures you will get either the  Mudball or  Fire Ghost transformation, allowing you to wipe the floor after that.

The delay from Devotion means that it cannot be used on the 8th or 9th floor of a level set, because Votives cannot appear on the last floor of a set. **The last floor where you can use a Devotion is floor 96.** Devotions used after that will have no effect.

Devotion is rare enough that I only use it when it overcaps, but if you are hard pressed for time and know you need a wipe to make it to the boss, you may consider using a Devotion. I will typically use a Poisonfruit or Mazeroot before using a Devotion, though.

Devotion cannot drop before floor 7, but it can drop even on floor 98 (for some reason).

When transformed, the biggest danger is an enchantment like  No Autoheal since going over a landmine will instantly take a huge chunk out of your HPs and enemy autoattacks can still hurt you.  Fire Ghost may want to hug walls on  No Autoheal floors.  Mudball can hope for the best.

 Mudball transformation requires that enemies be vulnerable to knockback in order to one-shot them. Floors with the  Anti-Knockback Enchantment don't prevent the Mudball from doing damage to enemies, but you may require anywhere from 2 - 4 attacks to kill something. (Which is to say, it is not a hard counter like  is to Rage/Dread in PotD/EO.)

Most enemies on  Anti-KB floors will die from 2 attacks, but the damage you do and damage enemies take from  Mudball **is affected by modifiers** such as Strength, Damage Down, Enervation, and Gloom.

Incense

Incense can be found anywhere from floor 1 to 98. It is reasonably common on floors 1 - 30. On floors 31 - 60, it becomes comparatively uncommon because silver chests can spawn mimics for that stretch of the dungeon. It's a little more common again after that, but then is pretty common on the final two floor sets.

In general, it's not a bad idea to cruise with all 3 incense in your bags but the exact combo of incense you want to carry is up to you. All 3 of them are useful for solving problems on floors (treasure room in the way, bad debuffs, etc).



Mazeroot

Mazeroot has multiple effects. It is a Sight, Serenity, and it immediately opens the key. The fairy it summons will heal you (below certain HP thresholds) and do single-target damage to enemies. The fairy occasionally casts a conal spell that acts like a Witching, turning enemies into shrubs that do minimal auto attacks. Boss adds are immune to this "Shrubbing" effect.

Maze fairy is nice for speeding up floors or (uncommonly) for extra damage at bosses. The "Shrubbing" effect is somewhat unreliable and will occasionally miss enemies depending on the direction the fairy decides to point the cast. If you're using Mazeroot to clean out a treasure room, you may find it safer to pull one enemy and then pull additional ones that Feo Ul turns into shrubs in order to carefully get an AoE pull going.

The fairy does not engage enemies you have not attacked yet. If something notices you and you start running away from it, the fairy won't take any aggressive actions until you attack.

Maze fairy goes away if you die. A player who has a fairy out cannot summon the other fairy.

Interaction with Witching

Feo Ul's "Shrubbing" effect doesn't work on Witched enemies. They will receive the  Out-of-Action debuff (stopping their casts) but when they un-transform, their autos will not be reduced.



Barkbalm

Barkbalm summons a fairy that applies a powerful AoE DoT and doubles your HPs. The fairy will also heal you at certain HP thresholds. Use Barkbalm on any boss you are not confident on or if time is tight.

Bark fairy is the premier Incense for killing bosses. Extra HPs (especially paired with Steel) will ensure you can survive failing most mechanics at least once.

Bark fairy is also very powerful on floors because its DoT will speed up how quickly you can kill things. It can be used to deal with a treasure room (usually alongside Steel/Witching and a pom to avoid the trap in the room).

It's worth noting that Bark fairy's AoE DoT can splash onto enemies other than the one(s) you are fighting, but this will **not** aggro them. A particularly *niche*

use of Bark is on a  No Autoheal floor you can one-by-one pull enemies and allow the DoT AoE to splash onto the mobs in the room, chipping away at them before you get to them.

Bark fairy goes away if you die. A player who has a fairy out cannot summon the other fairy.



Poisonfruit

Poisonfruit is a floor nuke, killing all currently active enemies on the floor. It does so after giving you 10 seconds of invulnerability, so in a bad spot Poisonfruit is an emergency button.

If you use a Poisonfruit, any lurking traps or mimics you encounter afterwards are still potential threats. If you know you'll be wiping a floor, you may want to fish for mimics or Sight (and hunt down Lurings) before hitting the Poisonfruit. Fortune/Poisonfruit is a strong combo if you need to restock resources.

The scariest place to use Poisonfruit is on floor sets with enemies that explode after death (91+ heads and 61+ meatball patrols), because you need to wait a few seconds after Poisonfruit resolves before it's safe to explore rooms.

Poisonfruit will do 10% of the HP bar of the final boss (to both bosses).

Poisonfruit can be used even if you have Maze or Bark fairy active, because this is not a summon.

Floor Enchantments & Votive Effects

Floor enchantments are buffs and debuffs that affect either the players or the enemies (or both). They apply to all newly spawned enemies (luring, mimics, respawns), and buffs are not lost if the player dies. If a Serenity or Mazeroot is used, all Enchantments are removed (including positive ones).

If you're familiar with debuffs from other Deep Dungeons, PT has removed several of them. It is not possible to get No Ability, Blind, or Haste in PT. This means that several nasty debuff combos are not possible in PT, including the dreaded "No Item, No Ability, Gloom"!

Votive effects are sort of like floor enchantments but function somewhat differently. Transformations and buffs are lost if you die. Votive debuffs on enemies affect all enemies, including newly spawned mobs. Serenity will not dispel effects caused by Votives (except for Gloom).

Note that when using a Votive, a green glow indicates a positive effect and a purple glow a negative one. There are only 3 negative Votive effects, and for solo runners these are of minimal consequence. I never skip using a Votive for fear of bad rng since the "bad stuff" is easily managed.

Enchantment	Effect	Remarks
 No Autoheal	Disables autoheal for yourself and enemies.	Use your Pilgrim's Potions and Ultra-potions more often.
 Damage Down	10% damage down	Not a big deal by itself.
 Gloom	Monsters deal more damage, take less damage, and move faster . Faster movement means	The biggest nuisance, especially combined with Damage Down or No Item. Sometimes a "treat"

	that  patrols will circulate through the dungeon faster and enemy movement in rooms is more frequent.	yourself" Serenity if you have 3, unless the floor is flighted or altered with Korrigans.
 HP Penalty	20% fewer max HPs	Not a big deal unless you're a score-runner doing huge pulls on later sets.
 HP/MP Bonus	Boost to HP/MP	Not a big deal maybe ever.
 No Incense	Disables your ability to use Incense.	Occasionally (but not always) a use for Serenity if it's blocking an incense you need or want to use.
 No Item	<p>Disables your ability to use Pomanders (but not Serenity or Incense) and other items.</p> <p>Note that this disables all consumable items (regen pots, ultra pots, food, phoenix down, super-ether, etc).</p>	<p>Occasionally (but not always) a use for Serenity or Mazeroth.</p> <p>If you can pick fightable mobs on a floor, you can conserve Serenity.</p>
	Sprint	Permanent sprint for the floor.
 Anti-KB	Disables knockback and draw-in effects used by yourself or enemies.	<p>This is relevant only situationally.</p> <p>On some floors, it prevents enemy KB/Draw-in effects -</p>

		<p>which can make them much easier to kill.</p> <p>This also Disables the knockback from  Mudball, preventing one-shots.</p>
 Votive Effects		
 Anointment	<p>A heal-over-time effect for the full amount of your HP bar.</p>	<p>Anti-regen effects do not disable this regen.</p> <p>If you take lethal damage within a server tick, you still die.</p>
 Swift Passage	<p>“Godbert speed” aka super sprint. Run very, very fast with no cooldown.</p> <p>Very useful for exploring and doing large pulls.</p>	<p>A very funny consequence of this effect is enemies that do long-ish casts can be de-aggroed by running sufficiently far away. It does not seem possible to de-aggro mimics this way.</p> <p> SMN and  SCH can sometimes find that they can outrun their  own pet and cause it to de-spawn. Keep an eye out if yours goes missing!</p>

 <p>Foes' Folly</p>	<p>Enervation effect (similar to the trap) applied to all enemies: Enemies deal 30% less damage and take 30% more damage.</p> <p>Identical to Frailty from Heaven on High.</p>	<p>Since this is a floor effect (like Gloom), it applies to all enemies on a floor even if they are newly spawned (such as lurings or mimics).</p>
 <p>Rapid Recitation</p>	<p>Abilities (not GCDs) have their cooldowns sped up by 50%.</p>	<p>Extremely powerful on some jobs, since important OGCDs and movement tools are available twice as often. Some jobs benefit more than others though!</p> <p></p> <p>Tank burst is up every 30 seconds.</p> <p> SMN Bahamut's two ogds naturally have 20 second cooldowns, and this buff allows you to fit two into the 15 second Bahamut window.</p> <p> DRG Two uses of Stardiver and Starcross are possible but tight.</p>

 Immolation	<p>Transform into “Mombomb” and do a very large explosion (15y?) that one-shots every enemy.</p>	<p>On <i>rare</i> occasions an enemy may get a HP regen tick right when the damage goes out and survives with 0.1% HPs</p>
 Mortification	<p>Enemies deal 30% more damage but take 30% more damage, and you receive a lifesteal effect.</p>	<p>Kill stuff faster. Maybe use Steel if doing big pulls to take advantage of the weakness.</p>
 Primordial Flesh	<p>Transform into a Mudball on the next floor, one-shooting most enemies</p>	<p>One-shot effect is disabled if  Anti-KB enchantment is active or if the enemy is specifically immune to knockback (rare).</p>
 Gathering Gloom	<p>Gloom on the next floor</p>	<p>Easily countered by using a Flight or (if you feel like it) using a Serenity on the floor.</p>
 Blind Faith	<p>Automap removed on the next floor.</p>	<p>Easily countered by Sight or Mazeroot.</p> <p>For solo, the biggest problem this causes is identifying which rooms have chests in them as well as spotting the key (which can be hard to notice sometimes in this DD, especially before it is opened).</p> <p>I think this is more troublesome in party runs since communicating</p>

		information about rooms is trickier.
 Treacherous Ground	<p>Every room on the next floor (except the start room) has 1 trap.</p>	<p>This does not add traps to unusual locations (walls, hallways, the start room) so it's really something more threatening in parties where people are more likely to be stepping on traps.</p> <p>Sight/Maze/Safety all effectively counter this if you really want to remove the traps, but you could also use it as an opportunity to look for landmines.</p>

Traps and Hazards

There are only five traps in any deep dungeon, and they are all the same ones. The only difference is the transformation trap, which transforms you into a harmless thing that can't attack or use items. The exact transformation and shape of the glyph change between deep dungeons but is functionally the same (except in PotD where the transformation is shorter).

Traps are avoided almost entirely by staying close to walls. Traps cannot spawn in hallways (regions connecting rooms) or the start room of a floor, and any other room can contain at most one trap.

Traps and the accursed hoard have *very similar* spawn locations, so consider going for hoard to always be risking a trap. You can even use the hoard beam as a suggestion of where a trap *might* be.

Glyph	Name	Notes
 yin-yang shape	Enervation	Applies a 1 minute Weakness (30%  , 20% ) debuff. If you go over another one, the debuff refreshes and does not stack . Does not affect enemies.
 starburst shape	Landmine	Explodes for 80% of the <i>current health</i> of nearby players and enemies. Landmines are often used to deal massive damage to large packs of enemies. A landmine <i>by itself</i> cannot kill you, but if you take damage afterwards

		(or in the same server tick) you can die.
 fairy shape	Transformation	<p>Transforms you into a fairy for 30 seconds.</p> <p>Transforms you back to normal if you go over the trap and are already a fairy.</p> <p>If you are a Mudball or Fire Ghost, this trap has no effect.</p> <p>If you are a fairy and transfer to a Mudball or Fire Ghost floor, you still become the Mudball or Fire Ghost.</p> <p>If you are a fairy, you can open Bronze chests but not Silver, Gold, or Hoard chests. On floors 1 - 30, if a Bronze chest gives you an error, that means it is a mimic.</p>
 X-ish	Pacification	<p>Applies a 30 second  Silence and No  Weaponskill debuff, preventing you from using GCDs (but not abilities).</p> <p>Typically countered by using  Purification.</p> <p>This can affect enemies, but it does not prevent all casts.</p> <p>If you go over the trap a second time in a short</p>

		<p>period, you will be resistant to Silence (half duration) but the Weaponskill debuff cannot be resisted.</p> <p>Purification prevents one of the two effects but not both.</p>
 X -shape	Luring	<p>Spawns 3 enemies at random that can appear on that particular floor.</p> <p>The most threatening trap in the entire dungeon.</p> <p>Cannot spawn mimics or korrigans.</p>
 the beam	Hoard	<p>The hoard beam, visible if an Intuition pomander is active.</p> <p>This is technically not a trap, but it is an “attractive nuisance” to adventurers in search of treasure.</p> <p>Always assume going for the hoard is risking a trap.</p>

 Landmines are extremely useful and can often be used in your favor if they are visible. Even if you're not doing a pack-pull landmine play, sometimes you can use an opportunistic landmine to take out a chunk of a single enemy's health and then pull it for a quick kill.

 Pacification trap can theoretically be used offensively, but it is relatively rare to have the opportunity to make it count. If there's one near a mimic, you can

 silence it to prevent the  Pox cast and use a  Purification to cleanse your own debuffs.  While this works on mimics, silencing other enemies *does not necessarily prevent their casts*.

 Luring traps are the most likely trap to turn a run into a disaster and kill you, and they are the gold-star killer of party runs. In the case of an accidental Luring, if you have no answers to save yourself, you can pop  Raising and sac yourself somewhere that will allow you to get up and continue.

Hazards



Silver Chests

Beginning on floor 4, Silver Chests have a chance to  explode when opened. This is *not considered a trap* (only the floor glyphs are traps), so Safety pomander will not remove these chests.

Silver chests explode for  **70% of the max hitpoints of each entity nearby**, so if you are lower than that the explosion **will kill you**. This damage is not scaled up by vulnerability or other statuses that make you take more damage.

Make sure you are healed up before opening Silver chests. Some jobs can top themselves off, but others may want to pop an Ultra-potion, wait for a few ticks of a regen pot, or shield themselves before opening silver chests.

If you touch a silver chest and go over a landmine, you die if the silver chest then blows up in your face. Unless you know your pathing will not go over a trap, it's worth waiting a second or two after arriving at a silver chest to ensure a landmine doesn't blow out your health before you open the chest.

You can use Silver Chests offensively to attempt to kill enemies, which is much riskier in other deep dungeons than here. But you still need to heal and shield to ensure you won't also die if the chest blows up.

 When enemies die and drop chests, make sure you know what kind of chest you are opening before clicking.  If you are at low HPs and a silver chest explodes on you, it's .



Mimics

Mimics are the other significant dungeon hazard. Which chests can be mimics depends on the floor. All mimics are Proximity aggro, which is relevant if you get them from using an Alteration.

Floor set	Potential mimics	Vulnerabilities
Floors 1 - 30	Bronze only	
Floors 31 - 60	Silver only	
Floors 61+	Gold only	

Stun basically gives melee jobs (and WHM) the chance to prevent pox casts on early floors. Slow is largely inconsequential but something of a novelty since mimics in other DDs can't be slowed.

The primary purpose of mimics in PT is to **waste your time**. They are extremely unlikely to be run-ending enemies (which they very much can be in PotD/HoH), but here they are just tankier than normal mobs and apply a nuisance debuff to you. Each time you open a mimic on later sets, consider it an extra minute or two (depending on floor debuffs and job) of time spent on the floor. Pox is also a 10% damage down, so mimics slow your progress for 10 minutes if you get poxed.

For this reason, mimics are something to plan your exploration around. The best time to check chests is *before* the key is opened, because any mimics you kill will count toward opening the key. If you want to check a chest and an enemy might notice you, consider what you would do if you were spotted and you got a mimic.

If you have pox and there's a free Purity on the floor, you might wait until you've checked all potential mimic chests before using it.

What Happens If I DC?

As of patch 7.4, there will be a form of DC protection where if all players disconnect, they have 10 minutes to reconnect to the duty before it enters a Duty Failed state. In party runs, the party has always been able to continue on even with a disconnected player, and that player had no limit on when they can return.

For solo players, the situation is surprisingly generous. Angelus Demonus demonstrates several scenarios where a DC may occur in [this short](#). It does take time for the game to register that the player has disconnected, but it does seem like you eventually despawn and then respawn when you reconnect. You can be attacked until you despawn, and a Raising can help you in case the worst happens.

But suppose you can't get back in those 10 minutes. What happens then? Well, we don't know yet. There *was* a save recovery technique that (while unreliable) sometimes could recover a disconnected file. We will have *no way of knowing if this still works* until probably many months after 7.4.

Pre-7.4 File Recovery (Unreliable)

💾 If you are solo and have a DC, there is a save recovery *technique* that is *unreliable* but works *sometimes*. DDers call it “the 24 hour trick” and how it works is you wait 24 hours before logging in on that character again, and then check your save. If it says **KO: 0**, it worked. Otherwise, RIP that run.

The “24 hour trick” does not necessarily require 24 hours. Some players have reconnected earlier and found their save was recovered. I've personally logged in anyway and had saves recovered by simply avoiding talking to the DD entry NPC for 24 hours. But *most of the time* the file will have **KO: 1**. If it is faster to reclimb than to wait, then just do that.

The Many Stones of Pilgrim's Traverse

This part of the guide will go over the approaches I recommend to the floors themselves, some recommended pomander usage, and any notes on the bosses.

For this document, I will assume that you are not blind to the boss mechanics and have familiarity with them already but want some pointers to make it easier. As a general rule of thumb: it's no problem to str/steel/haste every boss. Whether you use an incense will depend on your comfort level with the boss.

For each set, I will cover enemies that can kill you if you don't know what they do. Enemies that use well-telegraphed AoEs that you can dodge by looking at the ground and avoiding the bad will be omitted, since those are no more dangerous than duty finder dungeon trash.

 Monsters profiled in this document may have an accompanying  Sleep or  Stun icon indicating the monster is *known* to be susceptible to that status effect. Monsters without those icons may or may not be susceptible to those effects. As this document evolves, I hope to have indicators for both vulnerability and immunity to these effects.

Floors 1 - 30



For these floors I highly recommend pulling the entire floor at once. You'll need to be using Pilgrim's Potions on most jobs, but approaching the floors this way will respect your time for any necessary reclimbs. It also encourages you to use your pomanders (str/steel/haste, sight/safety, witching) proactively, which just makes the floors feel a lot better.

The respawn rate on these floors is 1 enemy per minute, so you will encounter respawns when traversing the floors. HP totals are very reasonable though, and including them in your pull usually won't be a slowdown.

For pomander usage, anticipate that the dungeon will throw you a random



No Item debuff at the exact times you're planning to use Str/Steel. Go ahead and pre-pop those on the key if getting debuffed would slow your roll.

Go hard. Go fast. Aim to be done with each of the first three sets before the duty timer hits 30:00.

How To Pull

As usual, hug walls to avoid traps. Your most important time-saving decision is pathing. Generally the ideal is to pull the entire floor toward the key room so that you can just leave once they're dead, but sometimes layout rng is unfavorable. Remember that all Votives on floors 1 - 30 are strictly positive, so the main reason to skip one is just if you don't want to stop your pull and want to keep going. (Casters can try using sleep to make the mobs chill out so they can use the candle.)

Enemy Details

On 1 - 30, monster aggro type is more-or-less inconsequential if you're pulling everything anyway. Monsters primarily do telegraphed lines, cones, and circles. There are no particularly problematic AoEs. On 21 - 30, some enemies do very long line AoEs so you may need to bait those carefully when running down corridors.

 Clionid  Floors 23 - 26	Attack Script	How to Fight
	 Acid Stream Baited circle AoE with telegraph.  Parasitism Low HP enrage. Very slow cast that buffs its next autoattack.	This is really more of something to be aware of than to avoid. Focus any Clionids down if they start to enrage, or use a Witching if you're concerned it might get the cast off. Parasitism will deal about 75k to a squishy job (such as a healer) through Steel, so if you are low you likely die.



Hoardmaxxing

It's worthwhile to farm all the hoard you can on 1 - 30, because this is where the *extremely rare* Ornamental Leafman Horn (Mount) can drop. This mount is so rare I found only one (1) while doing my solos.

I strategize hoardmaxxing around the following claims.

- 1 Hoard is guaranteed on the 1st through 3rd floors
- 1 Hoard is guaranteed on the 4th through 6th floors
- 1 Hoard is guaranteed on the 7th through 9th floors
- A maximum of 5 hoards may spawn on any given set

If these are true, then you can make reasonable deductions about when to use intuitions and whether using one late in a set is likely to get you an extra hoard.

10 BOSS: Ornamental Leafman

When solo, the most threatening part of this boss is the adds, which will usually kill you if you don't focus them down before the boss does its 4 jump telegraphs. Adds still alive at that point will tankbust you 3 times, applying knockbacks, and this much damage is fatal even for tanks. The sturdiness of the adds make this boss unusual because it is a **resource check**, which is otherwise uncommon in PT. The problem is the boss's attack script is about 45 seconds long, so some jobs will not have their resources for every wave of adds.

No Sweat Clear:  Steel and  Barkbalm

Bark fairy and your own AoE should take care of the adds, no sweat. Use  Strength if you're at all concerned about wiping to this boss, but with Bark it is probably overkill. The adds will die from basic AoE without having to bank resources for them because Bark fairy does a ton of damage.

What if I don't have Barkbalm? 

Most of the time the dungeon gives you Barkbalm and you don't have to worry about this boss, but if not you can still fight it. I have done this boss without Bark on every job.

Use  Strength,  Steel,  Haste.

For any job, make sure you position the adds so that your AoEs cleave all of them. You may need to stock or hold AoE resources for adds so that you have extra damage. If your AoE has drop-off damage, make sure you alternate which shrub

 you target so the damage is spread evenly. For instance,  PCT (with Strength) will one-shot a shrub with each use of Hammer if you are alternating the targets.

 Vulns from the boss are not a big concern; I've run around with as many as 5 Vuln stacks (on non-tanks!) during this fight and been fine *as long as the adds die*.

 DPS jobs should be able to take care of the adds with their strong AoE buttons. Be sure to bank some AoE resources for adds and **alternate targets** so that your damage is spread out evenly. This may desync some things from your burst, but the adds die and you do not.

 I have done this boss no-Bark on all 4 healers. Your damage resources come up frequently enough that you can have *something* besides your basic AoE for each round of adds. I do not recommend putting your DoT on all 3 adds.

-  AST does better than you might expect. I recommend having Lord of Crowns (Sword) on the odd minute so that you have extra damage each time adds are up, and use a damage card during each round of adds. If you need to pop Earthly Star early to prevent adds from using their TBs, do it. Most of the time you can use Earthly Star at full power.
-  WHM is a powerhouse. Assize should be up for each round of adds, so hold onto it so you get a usage each time. Presence of Mind has drop off damage, so alternate which shrub you're targeting when using it.
-  SGE is very comfortable here. Try to have at least one Phlegma for each round of adds. Phlegma, Pneuma, Psyche, and Toxikon all have drop-off damage, so when you're using these skills be sure to alternate which shrub you target. Don't dump all of these resources into the same round of adds so that you have resources for subsequent ones.
-  SCH really does not have much in the way of tools for this boss and while it is survivable without Bark, it sucks a lot. Baneful Impaction is only up once every 2 minutes, and it's your only damage resource besides energy drain. Try to focus one shrub down, shield yourself, and expect to be knocked back into the boss's 4th telegraphed region in case you don't kill the adds in time.

 If you need to do the boss no-Bark on a tank, either bank your AoE resources or focus down one shrub (preferably killing two if you can) and angle yourself so that the remaining two shrubs knock you into the 4th telegraphed region that the boss will leap to. This gives you a chance to dodge from that region to a nearby one. Mitigate when the second or third jump telegraph goes out. As long as you have Steel active, you should survive the tankbusters even if you get hit by the boss and take a vuln.

20 BOSS: Forgiven Emulation

This is the first boss where I'd say if you are comfortable fighting it without resources, it's fine to budget to save them for the next set. I do recommend  Steel as a protective measure. You should be able to do this without an incense fairy, but use one if you like. I typically Str/Steel/Haste.

Tips

- When the legs flash, the first and second are always opposite one another, and the third and fourth are also always opposite one another.
- Bait the  orange marker against the side of the arena so that the star pattern creates the largest possible safe pie-slice regions.
- Some circle AoEs will always target your location, but some will also be put down randomly. This can mean you're left with no safe spot if you get a bad pattern. Steel is a safeguard against bad puddle rng.

30 BOSS: Forgiven Treachery

This boss you should be able to do with minimal resources if you're comfy on the mechanics. Str/Steel/Haste here should be fine but use a fairy if you like.

Tips

- I recommend always keeping this boss facing either North or South to most easily dodge the rings, the lateral cleaves, and the purple fist.
- Using a bird's-eye-view camera from above can make identifying where the yellow rings are landing a bit easier.
- When he does the arena half cleave, the danger side will be the side where his fist will glow purple.
- When his first glows purple be on the side of the glowing fist and behind it. (This is a "tell" repeated later with the 90 boss.)
- When you get the chaser marker, pop sprint and swap to the other side of the arena or just run a full circle. This chaser is the most lethal mechanic if it catches up to you. Budget your movement abilities to maintain uptime during this, but prioritize outrunning the chaser over greed.

Emoticon Lexicon

For the following floors, we'll be using a number of symbols to represent enemy attacks, aggro types, and other information. The bestiary for each set will cover enemies that present threats or are otherwise important for knowledge checks, so unproblematic enemies may be unlisted for brevity.

Enemy Type	Sight Aggro	Sound Aggro	Proximity Aggro	Patrol
Symbol	👀	📣	🔮	🚶

Attack Type	Symbol	Meaning
Circle AoE	🔴	Circle (of some size)
Cone AoE	▲	Cone (of some size)
Donut AoE	⭕	Donut (of some size)
Line AoE	➡	Line (of some size)
Gaze	👁️	Enemy uses a gaze attack. Expect that all Gazes in PT are full 360° AoE.
Gapcloser	⚡	Enemy jumps to you on pull. Some use will use their gapcloser more than once.
Targeted/Baited Attack	🎯	Enemy snapshots your location, usually at the start of its castbar
Lateral Cleaves	✖️	Enemy does alternating lateral cleaves: left then right, or right then left. Most enemies that use lateral cleaves <i>immediately</i> follow up one cleave with the other.
Reverse	➡️	Enemy does an attack in front with an immediate follow up behind
Draw-in/Knockback	➡️	Enemy uses a draw-in or knockback effect. Usually resistable.
Enrage	💥	Enrages in PT are always used at low HP. They are often (but not always) roomwide AoEs. If so, the enemy gets

		locked into spamming the enrage once it starts.
Special Attack		Indicator than an enemy does something especially dangerous such as a postmortem AoE cast, a particularly dangerous out-of-combat cast, or an attack that cannot be LoS'd.

Floors 31 - 40



New On This Set

There's a lot going on starting on this level set.  Mimics now come from Silver chests, which means Incense will become more rare until later. We start encountering problematic enemies that are harder to deal with in group pulls, so you may either stop doing full floor pulls or swap to multi-pulling only enemies you can manage easily.

Beginning on this set, the  Respawn Timer is **10 minutes** from when you zone into a floor. Unless something goes very badly, you'll never be on a floor that long on this set or any other. But it does mean that if you really, really need to go to the bathroom mid-set, if you can park yourself where a patrol definitely won't find you, you have time. ( Some jobs even have special privacy tools.)

Most casts on this floorset can be line-of-sighted for safety. If you are full health with Steel, many of these AoEs will not (individually) kill you, so sometimes opting to eat some AoEs to keep a pull going is fine if you're pulling big.

Strategy

Overall, I find this set one of the most annoying ones. Early in the set, the horse knockbacks can be chaotic for big pulls, and the Perversions' enrage cast really requires some attention. Tentacle ladies are super slow to kite (you may want to skip aggroing them even), and the Sphinxes that do Petrify are also really annoying when you want to turn a pull around but they're doing their gaze. This set is a big nuisance, so pick-and-choose what to pull to make things easiest on yourself.

 Pegasus OO Sight Floors 31 - 33	Attack Script	How to Fight
	1.  Gallop Charge with knockback 2.  Nicker Large circle AoE under itself	<p>The most problematic enemy for large pulls on the early floors.</p> <p>If you include these in mutli-pulls, be sure to bait the lines so you don't get crowded into a corner and showered in AoEs.</p>

 Forgiven Perversion OO Sight Floors 33 - 36	Attack Script	How to Fight
	<ul style="list-style-type: none"> ●  Mana Boost Damage Up buff, used on pull ●  Unto Dust Long cast roomwide enrage. Used at low HPs. 	<p>Problematic enemy for large pulls. A landmine can sometimes get them to start casting their enrage right away. Kiting them while damaging them can also knock them into their enrage threshold.</p> <p>Be mindful of their enrage and focus them down if you need to.</p> <p>Enrage can be LoS'd but it is EXTREMELY large.</p>

 Forgiven Hypocrisy OO Sight Floors 34 - 36	Attack Script	How to Fight

	<p>⟳ ▲ Wooden Horse HUGE Cone AoE</p> <p>⟳ ● Gibbet Cage Medium circle under itself</p>	<p>Relatively easy enemy to fight, even with its big scary cone. When kiting, just be mindful of how you can bait the cones to one side of a hallway and duck to the other, or keep LoS regions in mind.</p> <p>The AoEs are baited by your proximity to the enemy. They are usually not fatal, especially if you have Steel.</p>
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<p>⟳ ● ○ ⚔ Soldierstone 👀 Sight Floors 37 - 39</p> 	<p>Attack Script</p>	<p>How to Fight</p>
	<p>⚡ Hand of Judgment Gapcloser w/knockback</p> <p>⟳ ● ○ Moatmaker Medium circle AoE targeted on you followed by a larger donut (or circle?)</p> <p>➡ Line of Fire Large and long telegraphed line AoE</p>	<p>For Moatmaker just get away from it to dodge the first and follow-up AoE.</p> <p>These guys are a bit annoying in big pulls but very manageable.</p> <p>Line of Fire may not be LoS'able?</p>

<p>➡ ▲ Forgiven Plague 👀 Sight Floors 36 - 38</p>	<p>Attack Script</p>	<p>How to Fight</p>
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	<p>▲ ↗ ▲ Pollen Pair: Telegraphed cone in front followed by immediate untelegraphed cone behind</p>	<p>Sounds spooky, but very easy.</p> <p>This is not the first appearance of a back/front attacker (EO had Zaratans), but the devs are doing more with them now.</p>
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<p>➡ ▲ Traverse Inquisitor 👀 Sight Floors 36 - 38</p>	<p>Attack Script</p>	<p>How to Fight</p>
	<p>▲ Spellsword Small cone in front</p> <p>➡ Death's Door Narrow, long late-telegraphed line AoE. Spammed at low HP. Possibly not LoSable?</p>	<p>These guys aren't really that bad. Watching the enmity list for their Death's Door casts may be helpful.</p>

<p>✗ Forgiven Petulance 👀 Sight Floors 37 - 39</p>	<p>Attack Script</p>	<p>How to Fight</p>
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	<p>✖ Right Tentacle HUGE Lateral cleave</p> <p>✖ Left Tentacle HUGE Lateral cleave</p>	<p>The enemy will use one cast and then immediately go into the other. Both are long casts, and if you happen to be running away from it during the casts you may be able to de-aggro it before it finishes its follow up cast.</p> <p>The tentacle attacks hit VERY hard.</p>
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<p>▲ ⚡ Forgiven Prejudice</p> <p>👀 Sight</p> <p>Floors 37 - 39</p>	<p>Attack Script</p>	<p>How to Fight</p>
	<p>▲ Sanctification Medium cone AoE</p> <p>⌚ Petrifying Light 360-degree gaze</p>	<p>Nuisance mob for large pulls because of the gaze mechanic.</p>

40 BOSS: Forgiven Naivety

The whale is extremely squishy and will die pretty quickly. Unlike the 10 Boss, the adds are also squishy so support jobs will have no issue killing them before they ⚡ enrage (even without Strength). Use whatever resources you are comfortable with committing, but a fairy seems like overkill.

There's not much to this boss's rotation. When it jumps to a wall, it will summon two adds across the arena. The boss will shoot either Yellow or Blue water from its spout, and then its adds do so in sequence. The order indicates the order the mechanics execute. Yellow are large explosions and blue are knockbacks. Yellow is a 3-to-1 dodge and blue is get pushed around in order.

After the waterspout mechanic, the adds must be killed or they will eventually cast Self-Destruct. During this, the boss is casting either Near Tide (be away) or Far Tide (be close) and sometimes scatters the floor with circle AoEs. Use eyes.

Floors 41 - 50



These begin the Amh Araeng floors, which are notable for being a LOT of walking. It can take quite some time just to traverse the floors, so you may want to make any exploration you do efficient by kiting mobs when you can. Some mobs are tricky options for kiting.

For trap-avoidance for all Amh Araeng floors, if you can walk *between* a tree and the wall, do so. (Sometimes you can't or will get stuck.) It's not uncommon for traps to be on the side of a tree toward the inner part of the room for trees off-set from the wall.

Strategy

Most enemies on the early part of this set are relatively non-problematic and simply do circles, lines, or cones. But there are some particular enemies to be cautious of. Many AoEs on this set are not *necessarily* fatal yet (especially with Steel), but Turtle stomp is pretty dangerous. Turtles and Petrefigies are particular nuisances in large pulls. Other mobs are relatively safe to pull in groups and AoE down if you keep Str/Steel up.

 Troubadours 00 Sight Floors 43 - 46	Attack Script	 How to Fight
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● Tortoise Stomp
VERY SLOW CAST
late-telegraph circle aoe.

These turtles are actually extremely annoying for large pulls. They move *incredibly slowly* (even if transformed!), and they will sometimes de-aggro just because it's easy to leave them in the dust while they take forever to cast.

Melee can get their hits in while it does its Stomp cast and  Stun toward the end for uptime.

The main thing is these have STRONG autoattacks that apply stacking  vulns. Most jobs will die if they take more than 3 autos without healing.

Its large hitbox means the sight cone is especially wide, so it will spot you much more easily than you expect.

 Petrefigy
 Sight
Floors 46 - 49

Attack Script

How to Fight
 



⌚ Magnetic Shock
360-degree draw-in effect

🔴 Plaincracker
Large circle AoE under
itself

Pretty scary in big pulls
because their draw-in can
drag you either into a
room (and across a trap)
or into the AoEs of other
enemies.

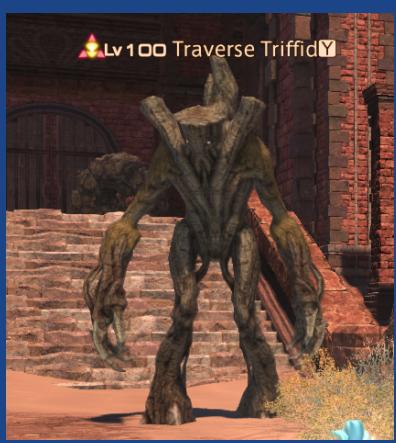
The draw-in can be
out-ranged, LoS'd, and
resisted with anti-kb.

If stunned during
Plaincracker, it will try
casting it again after it
recovers.

▲ ⚡ ▲ Triffid ⚡
👀 Sight
Floors 46 - 49

Attack Script

How to Fight



▲ ⚡ ▲ Creeping
Combination
Medium telegraphed
cone in front followed by
an immediate
untelegraphed cone
behind.

Not really super
dangerous but it's good
to be aware of the reverse
attack.

50 BOSS: Ogbunabali



This boss is visually cluttered, and it can be easy to misposition and get drawn into the quicksand thinking that you're on safe ground. If you feel like you need to  Raising, do so.

If you think you might get vulns, pop Steel and/or Barkbalm. Low damage jobs (SCH/AST) can kill the boss within a Str/Steel/Haste, especially if they use tinctures.

TIPS

- Always prioritize positioning on a rock over uptime. Otherwise you will drown in the sand and be mad at yourself.
- If the boss is covering your rock and it's hard to tell if you're safe, watch for  when the  Six Flums Under sand debuff goes away.

CHASER

- Begin on a rock near the boss. It will dash four times. Move from one rock to another with each dash. I usually do it by sound.
- It's better to lose uptime than to be hit by the boss and take big damage and a vuln. Melee have it a bit rough during this mech.

WIND KB

- If you step into the sand for the KB and an aoe covers your safety rock, it is safer to eat the aoe than to stay in the sand too long. You'll survive if Steel is up if you are at full health.

- If you get pushed into the wall and get a Wind DoT, hit your regen pot immediately and possibly a secondary heal.
- The timing for when to step into the sand is when the second tick of the yellow timer disappears. Get back on the rock when the green checkmark appears over your head.



- Sometimes the boss's big fat dumper is obscuring the yellow timer for the wind kb. You may need to time your movement by the sound of the timer.

Floors 51 - 60



This floor set begins with a number of unproblematic enemies you can group pull, but the bird patrols in particular are nasty. Later in the set there are more enemies that are tricky for multi-pulling and you may prefer to single-target.

It's unlikely that you *would* be pressed to use your saved  Devotions on this set, but it's recommended to avoid doing so anyway. (Using overcap devos from pickups is fine though.) The  Antikb debuff is very common on this set, which interferes with  Mudball.

Strategy

With Str/Steel, I like to big-pull most things early in the set except for the patrol birds, which I prefer to focus down individually. In the middle of the set, fire drakes (Monitors) are relatively safe to pull in groups but jobs with physical autos want to avoid them being their main target.

Later in the set many things are pretty comfy to group-pull, but I avoid including yetis (Gigants) and yeens (Howlers) and bulbasaurs (Saichania) in groups. I focus down snake patrols one-on-one. The brown golem with green glow (Guardians) only do auto attacks and are fantastic to group pull.

● ▲ ○ Phorusrhacos 
● Sight
Floors 51 - 54

Attack Script

How to Fight

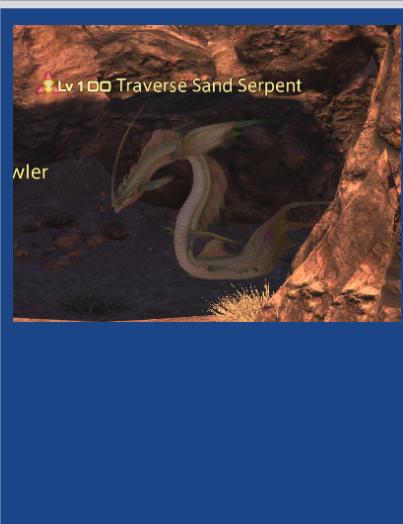


	<ul style="list-style-type: none"> ● Painful Gust Large AoE under itself ▲ Pain Storm LONG WIDE cone ○ Whirl of Hurt Large donut 	<p>This patrol is the main threat on the early floors. Pretty much any other enemies you can mass-pull without much issue, but even one of these birds showing up to the party is dangerous and annoying.</p>
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 Monitor  Sight Floors 53 - 56	Attack Script	How to Fight 
 	 Smouldering Scales Used out of combat and in-combat. Applies a 6 second buff that reflects physical autos.  Burning Cyclone Medium cone AoE	<p>Unlike similar enemies in EO, when this enemy's auto-attack reflection buff is active it will appear to be  on fire (as in the second image).</p> <p>The auto reflection ability is not necessarily a one-shot, but it is painful. However, it is only applied if this enemy is your main target. If you are doing an AoE pull and keep your primary target something else, you won't suffer the reflected damage.</p>

 Gigant  Sight Floors 56 - 59	Attack Script	How to Fight 
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	<p>C Inhale Used instantly with no cast bar.</p> <p>● Heavy Scrapline Medium circle AoE under itself. Late telegraph.</p> <p>▲ Heavy Toss Short but wide cone AoE. Normal telegraph.</p>	<p>Yetis can open with any of their abilities, but <i>most commonly</i> use their draw-in. This can be resisted with knockback immunity. Floors with the Anti-KB debuff basically nerf them entirely.</p> <p>A consistent way to fight them is to go far behind them once you get dragged in, thereby dodging both the cone and the circle.</p>
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<ul style="list-style-type: none"> ○ Sand Serpent  ● Sight <p>Floors 56 - 59</p>	<p>Attack Script</p>	<p>How to Fight</p>
	<ul style="list-style-type: none"> ○ Earthen Auger LARGE 270-degree AoE 	<p>I treat this AoE like a standard 270-degree PacMan shape, so I just get fully behind it every time. But technically the inside of the enemy hitbox is also safe.</p> <p>Pretty scary to have to manage more than one of these at a time. Really good to just pull and kill any time you run into one.</p>

<ul style="list-style-type: none"> → ● Howler ● Sight <p>Floors 57 - 59</p>	<p>Attack Script</p>	<p>How to Fight</p> 
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	<p>➡️ ➡️ Barreling Smash Line AoE dash followed by either</p> <ul style="list-style-type: none"> ● 🔴 Scythe Tail Medium circle AoE under itself <p>OR</p> <ul style="list-style-type: none"> ● 🔴 Master of Levin Medium donut AoE around itself 	<p>Supposedly the two AoEs are dependent on player proximity, but I am not sure when it determines this. It usually does Scythe Tail for me based on my positioning when fighting it.</p> <p>If 🚧 Stunned during Scythe Tail, it seems to like to re-attempt the cast after recovering.</p>
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👉 🔴 🔺 Saichania ⌚ Sight aka "Bulbasaur" Floors 57 - 59	Attack Script	How to Fight 
	<p>👉 Bafflement Bulb Applies the Misdirection debuff (spinny hand above your head). Followed by either</p> <ul style="list-style-type: none"> ● 🔴 Mighty Spin Medium circle under itself <p>OR</p> <ul style="list-style-type: none"> ● 🔺 Trounce HUGE cone 	<p>You can 🚧 Interrupt the Bafflement Bulb cast, but both Stun and Sleep also work. Every job can and should stop this cast. For safety, avoid engaging these if your ability to stop Bafflement Bulb is on cooldown.</p> <p>Get away for Mighty Spin and get behind for Trounce.</p>

60 Boss: Ancestral Maliktender



Cactus boss has a relatively short learning curve but it's still easy to misread it or stumble during the spin mechanic. I always recommend Steel here, and if you need Bark then definitely use it. Low damage jobs (SCH/AST) can kill this within a Str/Steel/Haste.

TIPS

Stationary Cactuses

- Four big cactuses will drop along with accompanying small cactuses. Think about these as groups 1, 2, 3, 4.
- Watch where the first two big cactuses drop. Groups 1 and 2 may overlap their AoEs.
- Find a position that will allow you to walk safely into the region that will become safe.
- Sometimes you can move after Group 1 explodes, and other times you need to wait for Group 2 to blow up.
- As you dodge into the safe region, you may need to be wary of dodging Group 3's explosion, but Group 4 should always be safely exploding far from you.

Moving Cactuses

- Identify where the middle big cactus is going because that will indicate a completely unsafe corner.

- For *most* patterns, the side of the arena the center cactus moves to will be the unsafe side. But there are some patterns where this is not so.
- Identify where the other big cactuses are moving to get an idea of where the safe spot will be. It will always be a tile near the wall.
- If it's One Stone March, do not stand on an empty tile. If it's Two Stone March, do not stand on a small cactus tile.
- If you notice you have mis-positioned, immediately use  Raising if you do not have one active.
- The spinning mechanic is the one most likely to kill you since getting hit once usually means being hit multiple times. I recommend Sprint and staying close enough to the boss that your auto attacks keep hitting.
- If you get hit by the spin, stop moving for a moment and then resume moving again to ensure the spinning cone passes you.
- For some jobs, you might treat the spin as a downtime mechanic.

Floors 61 - 70



Strategy

The beginning of this set can be friendly for AoE pulling if you target Cliffmoles, Gnomes (golems), Doubts (chameleons), Mischiefs (armadillos). These hurt, though, so use Steel and expect to Witching. You may want to be careful about how many chameleons you include, because their gapcloser does quite a bit of damage that kiting can't juke.

These early enemies do circles and cones, so it's very comfy to round them up and AoE them down. Many of these are late telegraphs, but if you're watching cast bars on your enmity list, you'll know which mobs to be away from.

Talos is a patrol that can appear throughout the entire set. Scorpions (Grudges) patrol the middle of the set and have an enrage. I always focus these down individually.

Later in the set there are some enemies that you can AoE pull if you want to do so, but I usually single-target through this part of the set.

I usually Raising at the start of this set.

 Forgiven Doubt Sight Floors 61 - 64	Attack Script	How to Fight
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1. Leap
Gaps closer to target. Deals non-trivial damage.
2. Body Press
Small circle aoe under itself, in the location where it jumped.

This has the Concealed buffed, which makes it invisible unless you are within about 5y of it.

Leap is pretty painful if you have several of these following you, because the attack script loops.

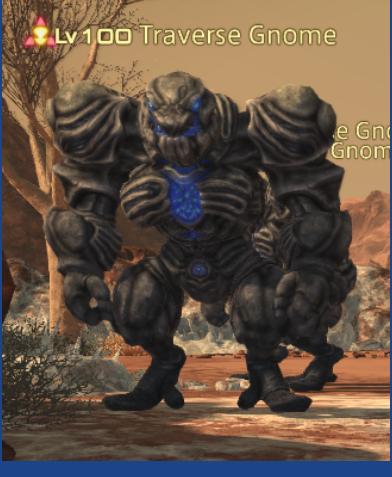
Chameleons test your DD fundamentals: **how many enemies can spawn in a single room?**

On most floors, it's 2 - 3 for a normal floor and 1 - 2 for a flighted floor. If you come upon a room on floors 61 - 64 with fewer than that many enemies in it, then either patrols spawned in there and wandered out or the room contains Chameleons.

The Concealed buff is removed by the leap and not by aggroing it. This means that if you Witch or Feo UI shrubs this enemy while it is invisible, it will remain invisible even while transformed. This can lead to funny interactions like leading a group of transformed

		enemies around and some of them disappearing if you get too far from them.
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▲ Cliffmole 👀 Sight Floors 61 -63	Attack Script	How to Fight
 A large, white, segmented, worm-like creature with a rocky texture and a small brown head.	▲ Head Butt Small, late-telegraphed cone.	Great for big pulls and landmines

● Gnome 👀 Sight Floors 61 - 63	Attack Script	How to Fight
 A large, dark, stone-like humanoid with a blue glowing heart on its chest and a small brown head.	● Plain Pound Late-telegraph circle AoE. Used infrequently.	Great for big pulls and landmines

 Forgiven Mischief   Sight Floors 61 - 63	Attack Script	How to Fight
	1.  Hammer Throw Baited, telegraphed circle aoe 2.  Schiltron Brief defense up on itself.	Great for big pulls and landmines

 Talos   Sight Floors 61 - 69	Attack Script	How to Fight
	 Accelerate Baited gapcloser. Talos jumps to your location and then does a medium circle under itself. THEN  Donut Medium donut immediately follows the circle aoe.	These patrols are pretty scary. Accelerate  snapshots your position when the cast bar starts, so move away from where you were standing when you see the cast. It is not recommended to attempt to dodge into the donut for uptime. These do not stun.

 Forgiven Riot  Sight Floors 62 - 65	Attack Script	How to Fight
	 Right/Left Shockwave Lateral attacks. The enemy will smash the side in the cast bar name, and then immediately smash the other side.	Scary for large pulls. Position yourself to walk into the side it cleaves when you see the AoE go off in order to avoid the opposite-side follow-up.

  Forgiven Grudge   Sight Floors 63 - 66	Attack Script	How to Fight
	1.  Hailfire Narrow (but VERY LONG) line AoE in its facing direction 2.  Crystalline Stingers HUGE Room-wide enrage. Used at low HP.	  Hailfire is pretty easy to avoid by going behind it or to the side of the enemy. The  enrage cast is slow and most jobs can kill it before the cast bar finishes. If you cannot, you can LoS the cast, sleep the Grudge, or Stun it. The enrage is spammed , however, like many other enrage enemies in PT. Phys range will have to LoS the enrage if they cannot kill it in time, but with Str this may not be an issue.

   Forgiven Imparity  Sound Floors 64 - 66	Attack Script	How to Fight
	 Isle Drop Medium circle targeted under you.  Rockslide Thick plus-shaped AoE in its facing direction. Late telegraph. Often used at low HP.	 This enemy typically uses Isle Drop a few times before doing Rockslide, but I have seen it Rockslide first when being kited. Rockslide makes this enemy dangerous to pull directly into hallways, so you want to engage it so you can angle it to leave a safe region you can dodge into. Tanks/melee can plan to  Stun rockslide if they like.

 ForgivenAttachment  Sound Floors 65 - 67	Attack Script	How to Fight
	 Sewer Water Late-telegraphed medium cone AoE. When solo I have only seen this be a forward cleave, but it's possible for it to be backward (at least in groups).	 The cone is short enough that you can back away from it as it begins casting and be at a safe distance. Melee jobs may just want to stun it for uptime and not worry about whether it can do a backward cleave. It does not do a follow-up cleave like its EO counterpart.

<p>➡️ Queen ✖️ Sight Floors 65 - 68</p> 	<p>Attack Script</p>	<p>How to Fight</p> 
	<p>➡️ Unfinal Sting Medium line AoE, similar to the bees on 1-10.</p> <p>Final Sting Slow-cast Enrage used at low HP (30%). Spammed.</p>	<p>Sleep or stun can stop the enrage. Even low damage jobs (healers without str) can kill it before the enrage cast completes, but sleep it if you need to.</p> <p>If conditions are poor (Gloom, Damage Down, Pox, etc) and your damage is particularly low, you may need to Witch it if you cannot stun/sleep it.</p>

<p>➡️ Forgiven Contention ✖️ Sight Floors 66 - 69</p> 	<p>Attack Script</p>	<p>How to Fight</p> 
	<p>➡️ Several Thousand Needles Medium sized line AoE</p> <p>Haste Gives itself permanent haste.</p>	<p>The Haste effect speeds up its autos as well as the cast speed of its AoE. This can be prevented (or removed) by the  slow applied Arm's Length.</p> <p>Hasted autos hurt a LOT on Gloom floors. Melee jobs shouldn't underestimate the damage output.</p>

<p>▲ ✖️ Forgiven Voracity ✖️ Sight Floors 64 - 66</p>	<p>Attack Script</p>	<p>How to Fight</p> 
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1. Stone Gaze
Untelegraphed medium cone in front. **Not a gaze attack.**

2. Body Slam
Untelegraphed medium circle under itself

Note that despite the name, “Stone Gaze” **is not a gaze attack.** It is a standard cone AoE. Looking away from it will not prevent the damage and petrification.

Ngozi
 Sight
Floors 67 - 69



Attack Script

Boulder Toss
Telegraphed targeted circle AoE

 Landslide
WIDE medium frontal cone with a late telegraph

How to Fight



I very much recommend just getting behind it for Landslide since the cone is very wide.

70 Boss: Forgiven Zeal



This enemy has several mechanics that all apply vulns. With Steel, you may be able to fail two if you heal up in between, but there's often no time and getting hit twice in a row is death. 🌶 Barkbalm makes this even safer. It sucks to get this far and lose, and this boss is probably one of the two easiest to mess up. Play it safe! (If you don't use Barkbalm, at least use Food in conjunction with Steel. The overkill from eating a mech with a vuln is *only a few hundred HPs*.)

The two least problematic mechanics are Disorienting Groan (knockback from center) and Swing (large aoe). Groan can be anti-kb'd and for Swing just be at the wall. Sometimes it does Groan two cycles in a row; if so, anti-kb can only be used on one of them.

Tips

Glower

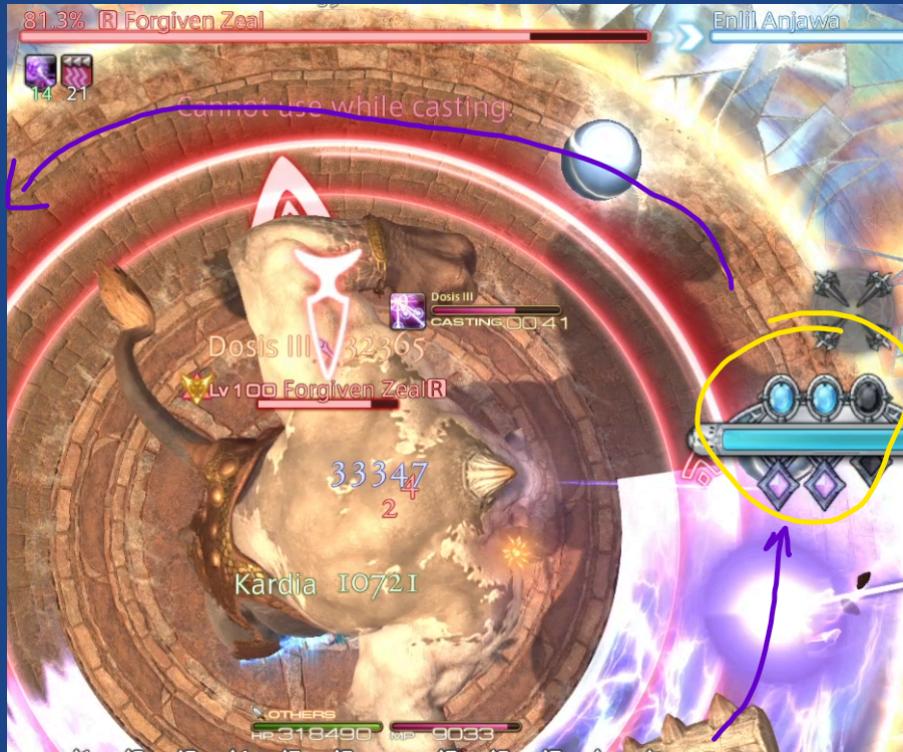
- I recommend basically paying attention to this using peripheral vision while focusing on your own positioning for the dodges. You'll either need to be Under or Opposite the boss to start the dodge sequence.

- I suggest standing on the side of the orb, leaning in the direction you want to dodge, for all orb dodges. Move after the orange AoE flash appears.



Arduous Eye (Donut Glower)

- This is probably the easiest mechanic to mess up and is the most unforgiving.
- The boss will sweep its eye laser in a circle, clockwise or counterclockwise, which indicates the direction of the orbs blowing up.
- The orbs will again do donut AoEs.
- I highly recommend adjusting your HUD to move the Job Gauge if it is in the default position, because it can cover up the spawn location of the first orb (as in the image below) if you position in the middle of the hitbox for this mechanic.



Octuple Swipe

- This is two sets of four hits.
- Each set swipes four distinct locations around him.
- The 4th and 5th swipe will not be the same spot.

I recommend this pattern (or something similar).

- Begin by standing in the 4th swipe telegraph
- Step into his 1st swipe telegraph after he hits it
- Step into the 4th swipe telegraph after he hits it
- Step into the 5th swipe telegraph after he hits it

Floors 71 - 80



Many early enemies on this set do simple AoEs (lines, cones, circles), which are all easily avoided once you know what they do. Like other DDs, floors 71 - 73 have much higher rates of landmines, so landmine plays are highly recommended as a time saver. If you have not done landmine plays before, the earlier floors sets (particularly floors 21-30) are a good place to practice them since you are more or less doing the same thing (dragging packs around and dodging aoes) just with mobs that auto harder.

This is the first set with a massive, deadly out-of-combat caster (Forgiven Corruption, a sin eater anzu), and you'll need to LoS their cast if you see them casting. These are especially dangerous in treasure rooms, or rooms where an enemy might be hiding behind a wall.

This is also the first set with an enemy that explodes in a huge AoE when it dies (Huldu, aka meatball). It does not explode if it is transformed (witched, shrubbed).

This is the last set where Raising can drop, and I absolutely always recommend using Raising to start the set. This set is often generous with Raising drops and I usually find 1 - 3 here, which is why I don't mind raising every set starting on 61+.

This is the last set where enemy HPs scale up. The floor sets after this have enemies with similar HP totals as those on this set. This gives you a sense of how "tough" the rest of the dungeon will be.

Silver chests now no longer give Aetherpool, so they only explode or give Incense. Since Incense are now more common, one strategy is to run at 2 Incense just in case you pick up two on a floor. That way most of the Incense you find is getting used and not just getting left in boxes. Bronze chests now only give ultra potions, phoenix downs, and pilgrim's potions - so you can skip them if you like.

Pomander Strategy

My usual strategy here is  Landmines early (71 - 73) and some  Flights later (77 - 79). DPS may not need to do landmines for time, but they can just as comfortably as tanks and healers. The resources used are the same. Do not do landmines without committing a Raising to protect your run!

For landmines, budget 1 Sight/Witching for each of 71/72/73. You will need Steel. Hit your Sight, plan your route, and keep a regen pot rolling the entire pull.

To do a successful landmine, you want to scout for landmines. I begin pulling safe-to-kite mobs (safe and unsafe are noted below) before even finding a landmine because it's more time efficient. To guarantee the key opens, you need 8 kills. You also want to get to the key without having to fight additional things to get out after doing the landmine, so scouting the key room (espc to ensure it's not a treasure key) is important.

What you're doing is leading the pack on a chase into a landmine room, usually kiting around the edges of the room. When they have grouped up in the room and your Witching will hit them all, commit the Witching. Wait for the regen ticks to heal you up, and go over the mine. Tanks and healers have ways to heal up. Ultra potion, Second Wind, and Bloodbath are good for quickly healing DPS jobs after the mine. Then go HAM on your AoE.

I very much recommend landmines for support jobs as a huge time saver, and DPS can do them perfectly comfortably too. Your goal is to get through 71, 72, and 73 as fast as possible - ideally within 1 Steel - so that you have plenty of time for the rest of the set. If you find a free Flight early on, you might skip doing a landmine on that floor since you'll only need 2-4 kills to open the key.

If you don't find a landmine, you may need to commit an incense to save yourself or to Witch the pack multiple times. If you Witch, you will need Strength.

For floors that you landmine, you usually want to be out ASAP to save time and that may involve skipping chests on those floors. Going out of your way for chests and opening mimics after the landmine are slowdowns, and landmines are a time-saving tool.

It's ok to employ landmines as a partial strategy, perhaps 1 or 2 floors instead of 3. Keeping a Witching on hand for emergencies can be comfortable.

The last few floors of this set (77 - 79) are where I like to put some of my Flights, because thinning out the sin eater anzu and the two prominent proximity aggro enemies makes the floors easier to navigate. I typically allow myself to go down to 1 Flight.

 Diplomat Cream  Sight Floors 71 - 73	Attack Script	How to Fight
	 Fire II Baited, telegraphed circle aoe	Great for big pulls and landmines

 Traverse Scissorjaws  Sight Floors 71 - 73	Attack Script	How to Fight
	 Sandblast Late-telegraphed small cone	Great for big pulls and landmines

 Forgiven Unbelief  Sight Floors 71 - 73	Attack Script	How to Fight
	 Gravel Shower Medium late-telegraph line aoe	Great for big pulls and landmines Does very chonky special attacks that look like autos.

  Traverse Huldu  Sight Floors 71 - 74	Attack Script	How to Fight
	 Fracture Small late-telegraph circle aoe under itself.   Self-Destruct LARGE untelegraphed circle AoE used after death.	Totally fine for landmines if they are Witched. Get away from it when it uses Fracture. Get far away (or LoS) when it uses Self-Destruct. If it is Slept and your next gcd kills it, it will not explode on death. Does not explode on death if transformed (witching/mazeroott).

 Stone Eater   Sight Floors 71 - 79	Attack Script	How to Fight
	 Gapcloser Used on-pull and applies a knockback. Autos intermittently apply stacking  Poison	Make sure you engage it where you won't be sent flying into the middle of a room. Tricky for landmines because of the knockback. The combination of strong autos and poison make it a difficult pull on  No Item floors.

 Forgiven Spite  Sight Floors 71 - 75	Attack Script	How to Fight
	 Shrinking Circles of Ablution Get in then get out.  Growing Circles of Ablution Get out then get in.	Shrinking is a donut followed by a circle and Growing is a circle followed by a donut. The donut safe spot is larger than the enemy's hitbox, so it's not terribly tight. The circle is medium sized. Generally a bad choice for landmines unless it is Witched.

Forgiven Arrogance 	Attack Script	How to Fight
 <p>● Sight Floors 74 - 76</p>	<p>1/2 ● Hail of Heels Late-telegraph half-circle AoE in its facing direction. Hits 4 times.</p>	<p>Bait its kicks and go behind it. Make sure you wait until it has kicked 4 times before going in front of it again.</p> <p>Generally very safe to pull in larger groups of mobs.</p>

Sandworm 	Attack Script	How to Fight
 <p>● Sound Floors 74 - 76</p>	<p>● Earthquake Medium circle under itself. Late-telegraph.</p>	<p>Very easy enemy. Just get away when it casts, or stun it.</p> <p>Because it is sound aggro, I typically opt to pull it since I find it less annoying to sneak past sight cones than having to do walkies to get through a room unless <i>everything</i> in the room is sound.</p>

Amemet 	Attack Script	How to Fight
<p>● Sight Floors 75- 77</p>		

	<p>● Topple Medium circle AoE under itself with no telegraph</p>	<p>Basically the same as Worm except sight aggro instead of sound.</p>
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<p>▲ ● Forgiven Dissention ●● Sight Floors 75 - 78</p>	<p>Attack Script</p>	<p>How to Fight</p>
	<p>● Mighty Spin Medium late-telegraphed circle</p> <p>▲ Trounce HUGE late-telegraphed cone</p>	<p>Almost the same as Bulbasaur from the previous set, except it doesn't do Bafflement Bulb.</p> <p>Both attacks are easy to avoid. Get behind or LoS Trounce. Get away from Mighty Spin.</p>

<p>●●▲ Forgiven Corruption ●● Sight Floors 75 - 79</p>	<p>Attack Script</p>	<p>How to Fight</p>
	<p>● Rolling Barrage Out of combat only. Roomwide AoE. LoS'able.</p> <p>▲ Forward Barrage Small cone in front with a late telegraph</p>	<p>Often the first thing I pull out of rooms that I need to go through.</p> <p>When casting ● Rolling Barrage it has a glowing animation.</p> <p>Round corners carefully so you can LoS casts of Rolling Barrage you may</p>

		<p>not see.</p> <p>Rolling Barrage is a relatively slow cast, but it is dangerous to attempt to sneak through rooms containing these enemies or to escape via the key unless you know the cast is on cooldown.</p> <p>Treasure rooms full of these things get pretty hairy.</p>
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 Forgiven Slander  Proximity Floors 67 - 69	Attack Script	How to Fight 
	1.  Metamorphic blast Late-telegraph medium cone. 2.   Orogenic Storm Baited untelegraphed large circle AoE	Go behind for Metamorphic Blast, or get far away. Orogenic Storm snapshots your location at the start of the cast bar (similar to Talos using Accelerate), so just move away from where you were standing when the cast began. Melee can stun it for uptime during Orogenic Storm.

 Forgiven Vanity  Proximity Floors 77 - 79	Attack Script	How to Fight 
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+ Cross Lasers
BIG Plus-shaped AoE similar to the Sacrament casts Alexander Prime uses in a12

○ Zappy Donut
Big donut with a safe spot somewhat larger than the boss's hitbox. Similar to what's used by the last boss of Malikah's Well

Vanity does not have castbars for its mechanics. Instead it just displays the telegraphs.

Most jobs will need to position Vanity to be able to dodge either mechanic (similar to the Rockslide golem) because it cannot Stun.

Casters can sleep them if their AoE requires a bad dodge but you need to swiftcast as soon as it starts.

Proximity aggro makes them a real nuisance.

80 Boss: Forgiven Profanity



This boss is actually fairly easy to be consistent on once you get used to how to position it for its two main mechanics. As usual, 🌟 Steel makes this safer but it will not save you if you fail the Prowling Death mechanic. I usually 🌟 Bark this boss on healers since it's tanky enough to outlast Str/Steel.

TIPS

Stalking Static (“Curl Theory”)

Identify the curl in the blue orbs (drawn in yellow below) and stand on the corner of the line behind it (red corner).



You will be safely positioned to avoid the orb explosion without having to “eyeball” the AoE size. This positioning also makes dodging the subsequent AoE very safe, because there are no “bad patterns” when positioned this way.



The boss will now do Perilous Lair or Roaring Ring and extend its whiskers in front or behind.

- If it does Ring: go into the hitbox and be in front or behind depending on the whisker position.
- If it does Lair and front whiskers: go through the boss and avoid Lair.

- If it does Lair and back whiskers: move right! There is plenty of space!



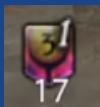
After this, reposition the boss in the middle for the next mechanic.

Prowling Death

When the boss begins casting Prowling Death, stand in the middle of its hitbox until debuffs go out. This is to make it easier to resolve whichever debuff you get, but in particular it minimizes the total number of steps needed to resolve the “minimize movement” debuff.



Get hit by the whiskers, dodge lair/ring. Whiskers will safely remove this debuff.



Dodge both the whiskers and lair/ring. With middle hitbox positioning, you should receive *at most* 5 stacks on this debuff. Movement abilities also accumulate stacks. The debuff persists for about 3 seconds after the AoEs resolve, so **remain in place until it falls off**.

Notice that as long as the boss is positioned in the middle you can go out as far as the pattern on the ground and only get 4 stacks (see below).



Floors 81 - 90



This set may be the one I most dread, primarily because it's all about conserving your wipes to make the final set absurdly easy. It's full of annoying enemies. That being said, you are more likely to find incense on 91 - 100 than on 81 - 90 since this set tends to have a high rate of bronze chests. But silvers you find here *do* have a very strong chance of being helpful.

 The patrol rate on this set can be oppressive. You usually want to prioritize checking new floors for any visible patrols and pulling them before handling normal enemies. Riders are proximity, so they're very obnoxious. Succubus patrols are very dangerous if they catch you out of a LoS position. H umbabas need to be respected and are hard to manage in groups. If several patrols are converging on you, you either need to find an area to hide where at most one may notice you, or just  Witch them and AoE them down.

Treasure rooms on this set and the next are sometimes bait, and sometimes they're an obstacle. If you don't *have* to clear out a treasure room, you may consider whether it's worth your resources to wipe it or your time to slow-pull enemies to loot it.

If a treasure room is in the way, or if you get a treasure key, that's a problem to solve. Poisonfruit and Mazeroot are usually your two best solutions, but many jobs can AoE down a treasure room in 2 Witchings (Str/Steel) or with help from Barkbalm. Sometimes you get lucky and there's a landmine in the treasure room that you can use to blow it up.

On the 86 - 89, make sure that you approach all rooms so that you LoS unseen Lions (Baals) in those rooms that may be casting their out-of-combat AoE.

Remember that rooms on this set each spawn 2 - 3 enemies (1 - 2 if Flighted), which can help to determine how many potential Lions may be in a room. Treasure rooms with unseen Lions are also very dangerous.

Pom Strategy

I like to use most of my  Flights to thin out floors 86 - 89 because Humbaba patrols, lions, and troubadours are all really obnoxious to navigate around. Saving one  Flight for going into the final set can be nice for making it easier to find your first Devotion Votive.

 Mazeroot can be a huge time-saver on this set if you end up on a floor where the start room is right next to the key, because it can minimize fighting and just let you leave immediately. (Or leave after picking at some opportunistic chests.)

I use  Alters here primarily as I overcap, because I prefer to spam them on the next set since rooms can have as many as 4 enemies.

If you are capped on Incense and using  Serenity will allow you to dispel  No Incense and make the current floor easier, that's usually a good trade. The only time it isn't is if you'd go down to 0 Serenity.

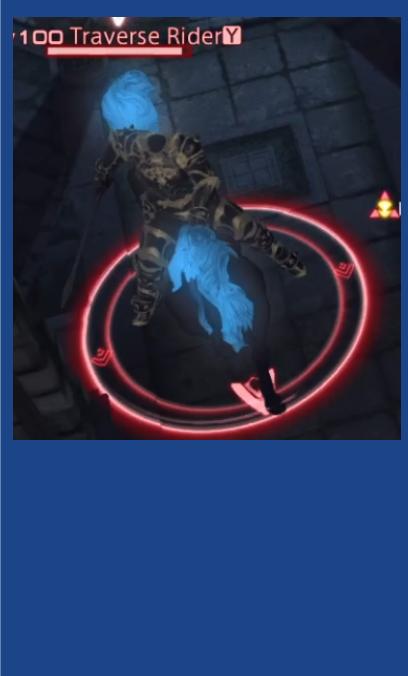
If you need fuel, using  Affluence on a flighted floor is great for chest generation. When I can I do like to save one for going into the next set.

 Gnoll  Sight Floors 81 - 83	Attack Script	How to Fight 
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	<p>▲ Nox Blast Short, wide frontal cone. Late telegraph.</p> <p>★ Maul Slow cast enrage used at Low HP. Sleep/stun/interrupt. Cannot LoS.</p>	<p>Easy to fight just by going behind it when it casts.</p> <p>The enrage is only really a concern in larger pulls, but all jobs have a method of preventing it. Often you can kill it before it chooses to do Maul.</p>
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<p>▲ Gremlin ● Sight Floors 81 - 83</p>	<p>Attack Script</p>	<p>How to Fight</p> 
	<ul style="list-style-type: none"> ▲ Claw Late-telegraph frontal cone. Wide but not long. ● Bad Mouth Instant application of  Slow. 	<p>Easy to fight but slightly obnoxious.</p> <p>The  Slow applied will remove Haste. If you are using  Haste on these floors, you can protect it with  Purification. Sometimes they apply the Slow more than once, however.</p>

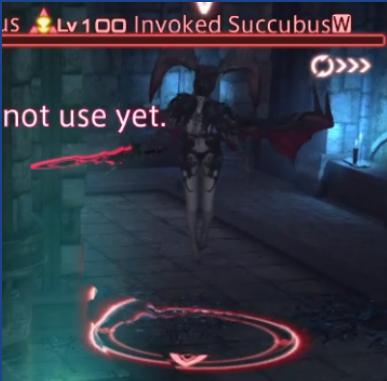
<p>▲ Traverse Rider ● Proximity Floors 81 - 84</p>	<p>Attack Script</p>	<p>How to Fight</p>
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	<ol style="list-style-type: none"> 1. Valfodr Line aoe that indicates it will do a sequence of 4 charges. The line aoe does nothing but the charges do a knockback. Antikb works but will not last for all 4 charges. 2. ▲ Storm Slash Wide, late-telegraphed front cone. 	<p>Mainly a nuisance enemy because these floors can be heavy with these patrols.</p> <p>Stand with your back to a wall to avoid being shoved around and then dodge Storm Slash when the cast bar appears.</p> <p>It usually follows Storm Slash with another round of Valfodr, but it can choose to use Storm Slash again.</p>
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▲ ● Cubus ● Sight Floors 81 - 84	Attack Script	How to Fight 
	<ul style="list-style-type: none"> ● ● Dark Telegraphed circle baited on a player. ● ▲ Dark II HUGE late-telegraph. Can LoS. Very difficult to out-range since it is massive. 	<p>You may want to pull it from a position where you can LoS its cone in case it does this mechanic first. But mostly when fighting it you want to dodge behind it when it casts Dark II.</p>

 Satana  Sight Floors 83 - 85	Attack Script	How to Fight
	1.  Void Blizzard II Baited circle. Normal telegraph. 2.  Blizzard Trap Late-telegraph medium circle cast under itself, used after a gapcloser.	Not much to say about this one. Easy telegraphs to read and dodge. If you're melee and don't see it gapclose, just move away if you see it casting.

 Arch Demon  Sight Floors 84 - 86	Attack Script	How to Fight
	1.  Abyssal Swing Late-telegraph wide frontal cone (short). 2.  Abyssal Transfixion Magic cast used at low HP. Cannot be LoS'd. Deals modest damage and applies a paralysis.	Get behind it or away when it uses its cone. Abyssal Transfixion can be interrupted or stunned. Arch Demon cannot be slept.

 Succubus   Sight Floors 84 - 86	Attack Script	How to Fight
 <p>not use yet.</p>	 Passion's Heat Orange marker appears above your head and applies a deadly Pyretic (3s) if you do not LoS before the cast completes.	<p>Extremely dangerous enemy that you need to respect. Always engage this enemy near hallways or other walls so that you can LoS its mechanic.</p> <p>The pyretic will trigger from any movement, even if your <i>facing direction</i> changes, so de-target the enemy entirely and put your weapon away if you cannot LoS.</p>

 ▲ Cama  Sight Floors 84 - 87	Attack Script	How to Fight
	 ▲ Claw and Tail Tiny late-telegraphed front line aoe followed by an untelegraphed backward half-circle/cone.	<p>One of the easiest things to fight on the set because its AoEs are easily baited/dodged. Just be to the side of it.</p> <p>Good potential for multi-pulling.</p>

 Caym  Sight Floors 85 - 88	Attack Script	How to Fight
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	<ol style="list-style-type: none"> 1.  Double Hex Eye Gaze attack 2.  Knowing Gleam Large telegraphed circle baited on someone. Presumably fatal if the Gaze is failed. 	<p>Very easy mob. Stunnable, sleepable. It will still use its circle if you stop the gaze.</p>
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 Baal  Sight Floors 86 - 89	Attack Script	How to Fight 
 	<ul style="list-style-type: none"> •  Incinerating Lahar Only used out of combat. Room-wide AoE that is presumably a one-shot. Interruptable and LoS-able. •  Abyssal Ray WIDE frontal line AoE with a late telegraph. GET BEHIND. <p> CANNOT LoS </p>	<p>These make navigating the later floors scary. Always make sure you are LoSing unseen enemies when exploring new rooms so you can swing your camera around to check for lions.</p> <p>Treasure rooms are especially scary because it can be hard to tell how many lions there are.</p> <p>For Abyssal Ray, simply go behind it to dodge. Make sure you position it so that you can safely dodge without being jumped by patrols or hit by another lion's out of combat cast.</p>

 ▲ Cerberus  Sight Floors 86 - 90	<h3>Attack Script</h3>	<h3>How to Fight</h3>  
 <p>Lv 100 Invoked Cerberus</p>	<ol style="list-style-type: none"> 1.  Lightning Bolt Baited(?) untelegraphed medium circle. 2.  Hellclaw Late telegraph medium front cone. 3.  Tail Blow Late telegraph medium back cone. 	<p>It always begins with Lightning Bolt and then does either Hellclaw or Tail Blow. Then it repeats this. It does not necessarily alternate Claw/Tail for different cycles.</p> <p>Cerberus does not move or turn around between the two casts.</p> <p>Stand in front for Lightning Bolt so that you know where it is, and dodge behind.</p> <p>Claw/Tail are not baited, so you can't force it to do one or the other, making the enemy feel kind of stupid.</p>

 ▲ Humbaba  Sight Floors 86 - 89	<h3>Attack Script</h3>	<h3>How to Fight</h3>
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	<p> Triple or Quadruple Blow Whichever cast it does, it will punch you that many times and then do an untelegraphed ▲ frontal cone in the direction of its final hit.</p>	<p>Stand in front of it and watch the <i>flying</i> text as it hits your character.</p> <p>Each blow will give you reminder text (either <i>Triple Blow</i> or <i>Quadruple Blow</i>) of which attack it is using, and after you see the text pop up for the last hit, just move behind it.</p> <p>This movement timing is safe and consistent and prevents you from moving too early.</p>
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 ▲ Troubador  Proximity Floors 86 - 89	Attack Script	How to Fight 
	<ul style="list-style-type: none"> ●  Inner Demons Late-telegraph medium circle under itself. ●  Dark II VERY FAST late-telegraph cone in front. Get behind or LoS when you see the cast bar. 	<p>This is a particularly dangerous enemy because of its cone attack.</p> <p>It is recommended to pull it where you can LoS it in case it opens with ▲ Dark II.</p> <p>It is <i>very irregular</i> with when and how often it uses its casts, so it is a hard enemy to predict.</p>

90 Boss: Malacoda



This boss is probably one of the easiest ones to become consistent on. If you've seen it before, there aren't really too many optimizations to recommend. His rotation is extremely regular and has no surprises or bad patterns.

This boss does have quite a lot of hitpoints, so it can be a long fight on supports if you do not use a fairy. For example, SGE with str/haste and 3 tinctures was around 11 minutes. If you only have one Bark but plenty of time, I would recommend using Str/Steel on this boss (refresh as needed) instead of hoping to get Bark back.

Tips

- Backhand: Stand on the side of the glowing purple fist behind his flank marker. Notice the AoE cuts directly through it.



- Fore-hind Folly (front/back unsafe) and Twin-winged Treachery (sides unsafe) are used once per rotation, so if he uses one you know which one he's doing next.
- His knockback can be anti-kb'd either for uptime or if you're mispositioned.

Floors 91 - 100



This is the final set. It's what you've saved your poms for. Your goal is to trivialize as many floors as possible (.Devos and Incense) while picking up everything you need for the boss. .Devo is rare on this set; expect to find 0 most runs (sometimes you find 1, very rarely 2). But incense is usually not rare, and your balancing act here is to avoid overcapping incense so you can keep wiping. The number of times I've done this set and wiped 6 or 7 floors of 91 - 98 really turns this into a carnivale clown show sometimes.

If you've stocked up .Devotions and Incense, your reward is wiping most of the floors on your way to the boss. Where to begin your Devotion wipe chain (and whether to break the chain to use incense) is the main consideration. The last floor where you can use a .Devo is 96.

Always be full health before entering any floors that give you a Devo transformation. You will want .Purity before any .Mudball floors, because you can and will take some damage if you get .Anti-KB. If .Mudball goes over a landmine and you cannot regen (or) it is very spooky. .Fire Ghost is less concerned about removing pox because you receive a double HP buff and can avoid traps by hugging walls.

I highly recommend having a .Barkbalm going into this set for the 99 boss, because even though Incense is common you are not guaranteed to find one here.

This set spawns 3 - 4 enemies per room, which is very important. If you see 3 enemies in a room, be careful that a 4th is not hidden behind another one (some models are small!) or lurking unseen behind a wall.  Alteration gets a ton of value here.

The rate of treasure rooms is higher than usual on this set, so plan your resources accordingly. It can be very annoying to work your way to the key only to find a treasure room is sitting on it and you don't have an answer except to slow-pull the mobs out.

Enemy aggro type is exploitable. All of the plant enemies (Triffid, Ya-Te-Veo, Sawtooth) are  Sound aggro and *everything else* is  Sight. If you need to get through a room where all enemies are sound (perhaps to get to a Votive or the Key), you can turn on WALK and go safely past them.

Pom Strategy

Pop your  Raising if you have one.

Here it's all about the wipes.

Any floor you are fighting (even with a fairy) is fine to use your resources to help with. If you have a Barkbalm, you only need 1 Str and 1 Steel for the boss. Any others are fuel to get you through this faster.

I like to use  Fortunes and  Affluence early. There's no need to sit on these for later floors, and you cannot Fortune floors where you are transformed. The ideal is to pick up the tools you need to wipe or minimize the nuisances on every subsequent floor (incense, flights, alters, and so on).

Once you get to the point where you have all the poms you need to fight the boss, you can ignore Gold chests (to dodge mimics) and open only Silvers.

If you've used a  Devo and need to find your candle, I usually like either  Sight or  Mazeroot to help find it. It's also ok to  Poisonfruit and just go looking for it. If you don't have those options,  Flight will make your candle easier to find.

On this set I'm really not afraid to use  Safety or  Sight to walk freely on a wiped floor. Sometimes having that extra peace of mind while you're checking chests is really nice.

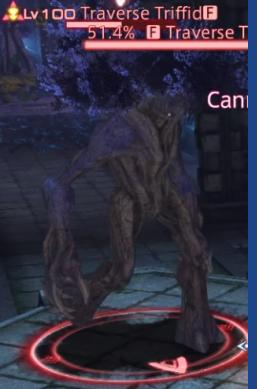
Example Wipe Strat

Suppose I enter 91 with 3  and 1 each of    . If I want to start wiping, a good approach is to drop my Incense supply to 1 (holding onto Barkbalm). I can use one of Mazeroth or Poisonfruit on this floor (preferring Poisonfruit if a treasure room is found early) and the other on the next floor. If I do not find incense on 91, then I'll use my first Devo. If I do find Incense, I may hold Devo and pop it on 92 instead.

I will *usually* chain my Devotions one after the next, but if I get full on Incense again I may delay one to use an Incense. Delaying a Devotion to use an incense instead is *fine* and if you get  No Incense on a floor you planned to use one on, dispel it with Serenity and use your Incense anyway. Managing your wipes to make this floor set easy is the main use of Serenity here.

The patrol density on the later floors can be absolutely oppressive, so managing your poms so that you have Incense/Devo for 95 - 98 is very important for a comfortable run. Floors 91 - 93 are the easiest to fight normally. It is possible to plan to use your Devos on 94, 95, 96 and survive on Incense/Flights/Alters until then, but I usually get my Devos rolling earlier and hope for pickups.

 ▲ Triffid  Sound Floors 91 - 93	Attack Script	How to Fight 
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	<ol style="list-style-type: none"> 1. ⚪ Entangle, targeted circle 2. ⚪ Creeping Ivy, Short frontal cone 	<p>One of the easiest things to fight on the set because its AoEs are easily baited/dodged.</p> <p>Good potential for multi-pulling.</p>
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 →   Sound Floors 91 - 93	Attack Script	How to Fight 
	<ol style="list-style-type: none"> 1.  → Rotten Stench HUGE late telegraphed line AoE at a random targeted player. ❗ CANNOT LoS ❗ 2. ⚪ Gold Dust, baited circle with telegraph 	<p>Rotten Stench is similar to Baal (Lion)'s Abyssal Ray from the last set.</p> <p>The time between its two casts varies somewhat but can be VERY short sometimes. Be prepared to move.</p>

 Poppet   Sight Floors 91 - 94	Attack Script	How to Fight 
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	<p>🔴 Whinge Small-ish circle centered under itself.</p>	<p>These floors are sometimes crawling with Poppet patrols. These are best pulled and eliminated so they don't sneak up on you at bad times.</p> <p> </p> <p>Easy to pull in groups, but their autos add up.</p>
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 Dreamer  Sight Floors 91 - 98	Attack Script	How to Fight  
	<p>1.  Dark Vision Narrow frontal line AoE. Fairly long!  CANNOT LoS </p> <p>2.  Eternal Darkness Roomwide enrage cast upon death. Outrange or LoS.</p> <p>Does not explode if transformed by witching/mazeroott.</p>	<p>Dark Vision makes these scary to kite.</p> <p> When you have to use a  Mudball, they require multiple hits.</p> <p>Similar enrage to the "Meatball" patrols on 71+.</p> <p>If you  Sleep it and your next GCD kills it, it will not explode.</p> <p>Dreamers are smaller models and similar in color to Triffids, so beware that they can "hide" easily in rooms that have larger enemies or behind corners.</p>

▲ Dahak ● Sight Floors 93 - 95	Attack Script	How to Fight
	<p>▲ Lithic Breath LARGE untelegraphed frontal cone</p> <p>● ▲ Tail Drive LARGE instant-cast backward cone if a player is behind it.</p>	<p>Dodge Lithic Breath by going to its sides.</p> <p>● Never go behind it while it is aggroed.</p>

● Warg ● Sight Floors 93 - 96	Attack Script	How to Fight
	<p>● ▲ Triple/Quadruple Skull Dasher Hits you either 3 or 4 times (depending on the cast name) and then does ▼</p> <p>● Heavy Smash Medium circle under itself used shortly after its last Skull Dasher hit</p>	<p>Similar to Humbaba from 81+.</p> <p>Watch the <i>flying text</i> each time it punches you and move away from it when you see the final punch.</p>

▲ Sawtooth  ● Sound Floors 93 - 98	Attack Script	How to Fight

	<p>Honeyed Front HUGE 180-degree frontal cleave.</p> <p>Honeyed Right HUGE 180-degree angled right cleave.</p> <p>Honeyed Left HUGE 180-degree angled left cleave.</p>	<p>These are all late telegraphs.</p> <p>If it uses Front, go behind it.</p> <p>If it uses Right or Left, stand directly in front of it. The tip of its targeting circle is fine. The cleaves will go harmlessly to the sides.</p> <p>Sawtooth floors tend to be very patrol heavy, so these are good to eliminate when it is safe to do so.</p>
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● Bachelor ● Sight Floors 94 - 96	Attack Script	How to Fight
	<ol style="list-style-type: none"> 1. ◆ Arachne Web Purple marker that will Heavy you if you do not LoS it. 2. ◎ ● Shadow Burst Large telegraphed circle placed under you. 	<p>LoS the purple marker and then you only have to dodge the follow up circle.</p> <p>If you get Heavied it may be difficult to get out of the follow-up AoE. Sprint or potential emergency Witching.</p>

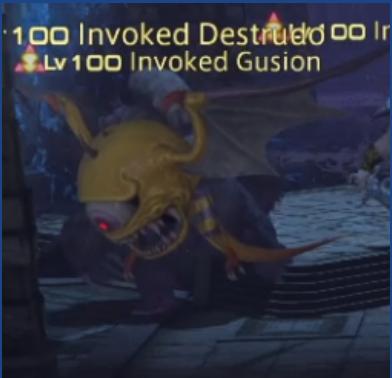
▲ Malevolence ● Sight Floors 95 - 97	Attack Script	How to Fight
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	<p>▲ Smashing Blow Late-telegraphed, medium-sized frontal cone.</p>	<p>Going behind it is the easiest dodge but you can also get kind of far in front of it. Pretty easy mob that feels like it's missing a mechanic.</p>
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 Sight Floors 95 - 98	Attack Script	How to Fight
	<ol style="list-style-type: none"> 1.  Unholy Darkness Large baited circle 2. ▲ Karma HUGE late-telegraphed cone 	<p>Very similar to Forgiven Slander from 71+. Handled basically the same way.</p> <p>When it casts Unholy Darkness, move away from wherever you were standing because it has snapshot that position for a big circle.</p> <p>When it casts Karma, go behind it or LoS. The cone is very large, so probably don't try to outrange it.</p>

 Sight Floors 96 - 97	Attack Script	How to Fight
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	<p>↑ Authority's Edge (Right) Untelegraphed 180-degree lateral cleave, holding his sword on his right side</p> <p>↖ Authority's Edge (Left) Untelegraphed 180-degree lateral cleave, holding his sword on his left side</p>	<p>Be on the opposite side of his sword, or just LoS it every time if you don't want to read his posture.</p> <p>This enemy does not do alternating lateral cleaves. It just does one per cast bar.</p>
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 Destruido 👀 Sight Floors 96 - 98	Attack Script	How to Fight
	<ol style="list-style-type: none"> 1. ⚡ Mortal Gaze Gaze attack that is probably fatal. 2. → Stare HUGE late-telegraphed line AoE. ⚠️ CANNOT LOS ⚡️ 	<p>Avoiding the Gaze should be a non-issue. We've all done World of Darkness.</p> <p>Engage this enemy so that you can dodge behind it for Stare.</p>

 Gusion 👀 Sight Floors 96 - 98	Attack Script	How to Fight
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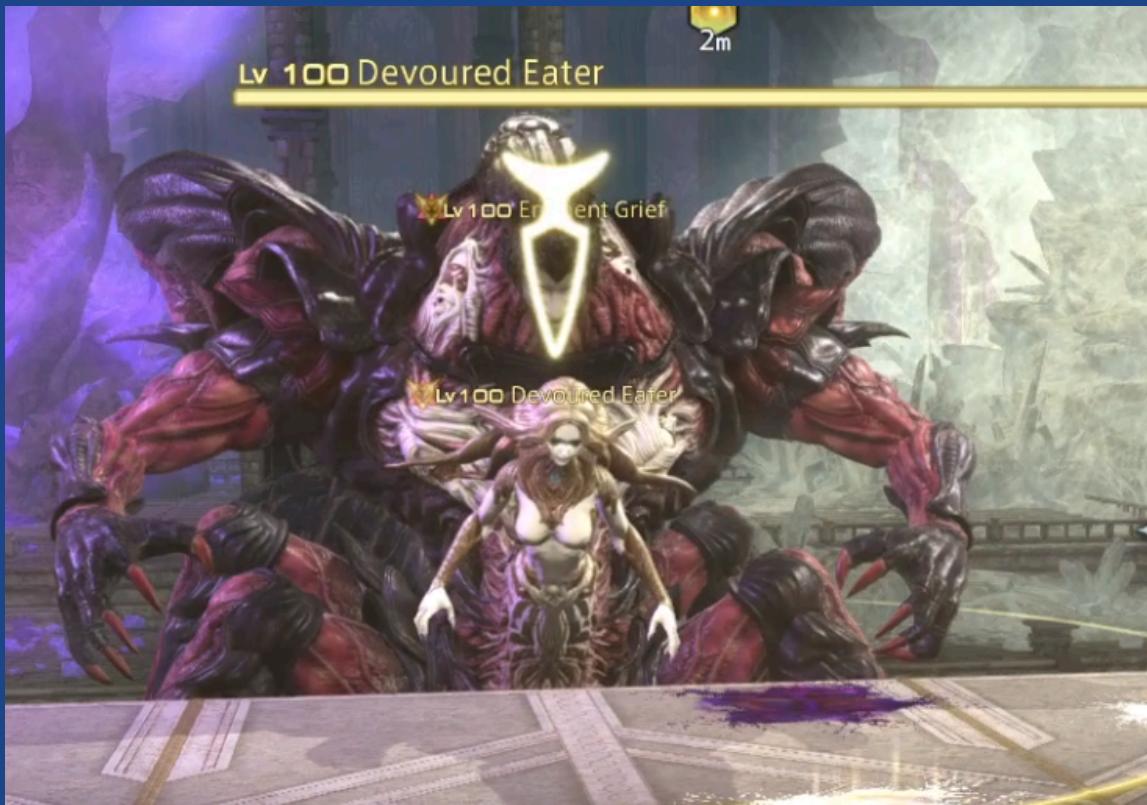
✖ Right Smite
Cleaves the right side then immediately the left.

✖ Left Smite
Cleaves the left side then immediately the right

Identical to Forgiven Riot (white gowrow/alligator) from many sets ago.

Be on the opposite side of whatever the cast bar says, and then walk into the telegraph after it goes off.

99 Boss: Eminent Grief / Devoured Eater



The best advice for this boss is to use the practice mode ("Invoke the Final Verse") and practice until you can solo it in that mode on your clear job. Do it twice: once to learn it, and then once before going into 91+ for your real run. If you can do practice mode *which has no poms*, you can do the real deal.

Poms

Use all your buffs here. There's no reason not to. If you want run insurance, you can try to carry 1  Raising, 2  Bark, and 2  Steel /  Str into the fight juuuust in case something bad happens.

 Barkbalm is important for this boss. It gives every job plenty of time to kill

it within 1 Str/Steel, even  . If you don't have it, well, you know how long practice mode takes. The electric DoT from this fairy applies to both bosses, which makes it so strong here.

  Feo UI will only attack whichever boss you attack first. Most of the time you can just attack the opposite boss and not worry too much about keeping their HPs balanced, but it is good to check from time to time. Mazeroth is definitely the less appealing choice here, but if it's all you've got, use it.

 Poisonfruit will deal 10% of the boss's HP bar to both bosses. If you have saved one for the fight, it can be used to finish the fight when the bosses get low, or as an emergency invuln if you notice yourself failing a mechanic.

Tips

-  **Blade of First Light**

Reading the swords is usually straightforward. Position to be in the safe region from the cleave, and then determine whether the swords resolve first or the secondary mech resolves first. Two notes.

Chains

 Pyretic (3s) only triggers from movement, not from attacking. You may want to avoid gapclosers if you are wary they may move you.

Balls of Fire

This cast snapshots at the end of the cast bar, not at the start. This is

unlike similar baited mechanics present earlier in the dungeon. I usually start moving to dodge when the cast bar is at around 70-80%. When solo all four AoEs target you, so you will definitely die if you get hit.

-  **Bounds of Sin**

Move your camera overhead so you can see where the first telegraph appears, and hold movement in that direction until your bind goes away.

 If you are unsure which direction to go, say in the middle and get hit. You'll take damage and a vuln, but you'll survive with Steel. Going the wrong direction will get you knocked back into the lava. 

-  **Spinelash**

When you get the orange marker, stand so that you aim at one of the pillars at the back of the room. Standing on one of the two faint golden lines on the ground will do this for you. (In the image above, these are the lines under the boss's hands.)

    **The Gargoyle**

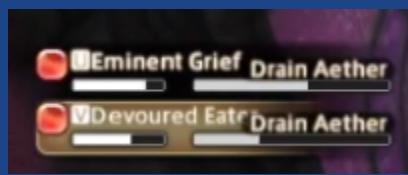
If you accidentally break a window, expect a more difficult fight. The add does painful autos and a  large circle AoE under you. It has enough hitpoints that a  Poisonfruit reduces it to about 10% of its health. It cannot be stunned but it can be slept.

-    **Abyssal Blaze**

The boss's hand gestures indicate the direction the AoEs will travel from the summoned crystals. I recommend using the chatbox to type out Front/Back and Right/Left (or just F/B and R/L) so you don't have to remember which is the safe corner.

-   **Drain Aether**

This mechanic is much easier to read from the enmity list cast bar than by looking at the boss. The top cast bar is always "Be light" and the lower cast bar is always "Be dark", but which order depends on the cast bar progress.



Good luck with your clears!



Boss Timers

Here are some kill times from my runs. These are the *minimum* and *maximum* amount of time I've spent on each fight, divided per role. The first time is running 🌋 Bark (sometimes with Str/Haste), and the second time is Str/Haste only. Some data went unrecorded, unfortunately, so the table has gaps.

For the 99 boss, the times are always Str and 🌋 Bark and simply show damage variance within the role.

										
10	1:54	5:58	2:44	6:01	2:09	4:31		5:14	4:02	
20	3:08	6:39		7:07		3:55		6:02	4:02	
30	3:30	6:00		7:01		4:14	3:10	6:25	5:15	
40	1:54	4:40		6:45		2:43		4:37	3:06	
50		4:43		7:18		3:10		4:40	3:38	
60		5:49		7:42		4:40		5:51	2:49	4:14
70		6:39				4:53	3:33		3:28	
80		8:00				6:17		8:12	3:49	6:17
90		9:01			4:24	7:15		8:59	3:40	6:22
99	5:18	6:10		6:38	5:00	6:18		6:10	4:47	5:00

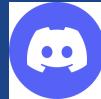
Acknowledgements

Information for this guide was assembled from VODs from my own runs as well as double-checking mob information against two very important resources: [Deep Dungeon Compendium](#) and [Console Games Wiki](#).

This guide was made possible through consultation with fellow DD runners Nova Cosmas and Goryll Ahariman, whose names you'll see on the [Crystal leaderboards](#) (usually with mine trailing far behind). Our blind run of Pilgrim's Traverse was a ton of fun and a highlight of my year.



[Contact](#)



[enlilgar](#)

Tierlist Nonsense

This section is all opinionated nonsense and *will not help you clear*, which is why it's an addendum section. Here is a playlist of [Deep Dungeon Tierlists](#).

-  [Jobs Tierlist](#)
-  [Floors & Bosses Tierlist](#)
-  [Pomander Tierlist](#)

