

100% Completion Run (except Nightmare 😞)

Created with references from Letaali's original 64-pillar run guide!

Potential softlocks are highlighted in **yellow**, with comments explaining what not to do (or when to give up).

Unlike the 64 pillar run, we also need to pick up every end room trophy. Some are easy to get soft-locked out of, so we have to do them at the start. The four difficult stats-based trophies which aren't time-based can be obtained simply by using Paha Silma and Tannerkivi to dig to the end room (Loading it in is sufficient). The tree can be surmounted early with a mud flask, water flight, or tablet flight.

1. **Pacifist**
2. **No Gold**
3. **Undamaged**
No Wands (not a pillar so not technically required)

The early game is not extremely specific in terms of ordering, the focus should just be on getting progress for the easy spells, perks, and enemies and getting enough resources to do other things later.

For speedrunners who have faith in their 34 orb-ing abilities, we theorized that the optimal routing from this point involves tannerkiviing to Wand of Swiftness *before* getting the first 3 trophy pillars for faster digging, using the end room trophies for sky shop gold, and killing Alch and Pyramid Boss and assembling a short distance travel wand as quickly as possible, then opening Coral Chest for a super-budget LDT build, doing the EoE and sky temple questlines for the optimal 34 orb setup, collecting 31 normal orbs, collecting the essences, visiting both moons, then immediately removing them, taking Curse of Greed for D10, and finally collecting the 3 GTC orbs and the only natural Sampo you get and resetting directly. It should be possible to do all of this in under 3ish hours, which leaves you with (probably shoddy) LDT, SDT, and damage immunity to blaze through the rest of the run. You can completely skip making a qualified damage wand or collecting HP or perks, since the LDT wand can get through Volcanic Lake for the orb and essence required there and SDT can navigate everywhere else.

The following pillars can be done at any point in time, including after the first reset if you wish to get damage immunity and important unlocks first:

Bosses:

4. **Dragon**
5. **Pyramid Boss**
6. **Meatball**
7. **Forgotten**
8. **Bridge Boss**

9. **Alchemist** (Get the key for the 4 music boxes)
10. **Mecha Kolmi**
11. **Master Of Masters**
12. **Tiny**
13. **Leviathan**
14. **Tapion Vasalli**
15. **Tapion Vasalli (300 Anger)**
16. **Door Boss**
17. **Friend Boss** (9 horror monsters)
18. **Kivi** (Kill the Kummitus that spawn! You can get them again later after a peaceful reset but they will have quite a bit of HP.)

Quests:

19. **Coral Chest**
20. **Dark Chest** (Kantele: G, D#, G, E, A And Huilu: E, C, B, G#, F)
21. **Take a Tablet to the Hut**
22. **Take a Reforged Tablet to the Hut**
23. **Collect The End Of Everything**
24. **Hourglass Chamber** (Tele in the hourglass)
25. **Buried Eye** (Snowy depths eye spawn that needs teleportatium, may require looking in PWs)
26. **Meditation Cube** (Coal Pits Spawn, may require looking in PWs)
27. **Tower Portal**
28. **1 Orb**
29. **11 Orbs**
30. **Corrupted Orb**

Potion Mimic Questline (Missing Pillar)

After applying pheromone, use the filled mimic in the Barren Temple to resurrect 10 in the Mimic Temple, awarding Sea of Mimicium. Use mimicium to fill up the near-empty pool of ominous liquid in the Ominous Temple, awarding Touch of Grass. Cast Touch of Grass at the sigil in the Barren Temple to unlock Cessation. Cessation will be needed later, so keep it around.

Sacrifices:

31. **Monk Statue (Need CoB or Kuu)**
32. **3 Tablets**
33. **Chest**
34. **Utility Box**
35. **Worm Crystal**
36. **Potion Mimic**

Fish (Missing Pillar, need CoB)

We need to sacrifice a living fish and reforge the wand that comes out. This unlocks the Summon Fish spell for all of your progress and fish-swapping needs. The Summon Swamp variety can be obtained from eye rooms and doesn't require getting another jawbone.

After completing as many as you please of the above pillars, it's time to prepare for the first reset. There are a few important tasks to do first. Collect all 31 orbs that you can obtain. Then, complete the following two groups of tasks in whichever order seems more convenient. Dealing with essences may be a bit nicer than dealing with Curse of Greed, but you'll probably do your 34 orb setup with both active anyhow.

Collect the Curse of Greed. Head to the Avarice Diamond and unlock Divide by 10. Generate a new HM somewhere and bring the crystal contained inside to a mountain altar, or postpone the sacrifice until after the first reset if you like. Just don't forget about it. You can also skip this entire process for a later reset, but D10 is nice enough to have that I strongly recommend doing it now.

37. Sacrifice Greed Curse

38. Avarice

Collect the 4 normal Essences, gourdfy Kolmi, and head to both moons. This gives 7 pillars. Keep the essences on you. The healthium from the Moon event may be worth keeping and mimiciumifying until you have damage immunity.

39. Essence Of Fire

40. Essence Of Earth

41. Essence Of Water

42. Essence Of Air

43. Secret Fruit

44. Dark Gourd Moon

45. Gourd Moon

You can ditch the essences here and get the All Essence Win pillar in another reset, or do both at once, it doesn't make a difference. Keeping the Curse of Greed is mandatory, though.

Collect 3 GTC orbs and take the Sampo, then head to the mountain altar. The optimal setup for doing EoE as of Epilogue 2 is multicasting EoE with cessation and 14 null shots or 53 increase lifetimes, this keeps you in position during the event and avoids all of the danger. Single-pixel TP and NaN hookbolt can also be used for precision alignment.

46. Peaceful Ending

47. All Essence Win

48. Eternal Wealth

First Reset

Get rid of the greed curse and essences (if you still have them) if you find them annoying. Their danger is considerably reduced now that you can't take damage, but they still destroy the environment and kill stuff. You may as well keep around the rocks, since we make 2 suns this reset.

Now is the best time to get perk, spell, and enemy progress, before we break the world too much. Make an LDT wand and start hopping through HMs and then eye rooms, make sure you have supplies for nullification altars. Perks which would have been supremely annoying to deal with before the ending, especially when taken simultaneously, are:

- Glass Cannon
- Eat Your Vegetables
- Teleportitis
- No Wand Tinkering

We now can pick up all of these at once, as well as every other perk, as the side effects are mostly mitigated. Go to the Nullifying Altar and get rid of everything you don't want, and re-take convenience perks as desired. Survivability isn't an issue anymore, so don't worry about things like immunities. Pick up 2 Lukki Mutations for the transformation. We get some pillars from this:

49. Funky Transformation

50. Ghostly Transformation

51. Ratty Transformation

52. Halo Transformation

53. Lukki Transformation

54. Nullification Altar

By this point you should have collected all perk progress except Leggy Mutation, unless you're really lucky. Next up is spells. The only reasonable way to do this is LDT and eye rooms. You may need as many as 300 or 400 of them, so patience and fast LDT is recommended. You'll get every spell you have unlocked in the game like this except Rainbow Trail and the notes, neither of which are particularly difficult to find. Only 2 more spell unlock flags are missing after this.

Once you have Summon Swamp, go to the Master of Masters and drown him. This unlocks Wand Homing, and is the last unlock left besides the Omega Black/White Holes.

Resources have certainly ceased to be an issue by now, so this is the right spot to get all of the enemy progress needed as well. The easiest way to do this is to use Projectile Transmutation and Circle of Unstable Metamorphosis, which produces a large supply of chaotically polymorphed enemies. The only enemies we can't get from this strategy which aren't easily found elsewhere are:

- Minä
- 3 rare Mimics
- Jouluhiisi

If it doesn't happen to be Christmas, you'll need to change your system clock to get Jouluhiisi to spawn in newly generated Mines biomes. You might also be missing Kolmi at this point, but that's not a big issue.

Mimics take some difficulty since the infinite chest rain bugs are patched. There are 3 good sources of chests: Pacifist, Mines, and Lukki Lair. Lukki Lair happens to have the best chest spawn rate per unit area in the game besides Mines, but it's much bigger. Which one you use is mostly up to personal preference. For Leggy Mimic, only Lukki Lair or other later biomes works

due to height restrictions. Pick up the legs for progress, and remove them afterwards. **This is probably the most tedious section of the run if you don't use a set seed or a tool!**

Now we can get to the remaining quests which require a few more resets. This world still has a functioning Avarice Diamond, so we'll use it. Take a horror monster there.

55. Friendship

We also still have moon triggers. Better use them. Doing the first half of the Sun Quest now makes handling the celestial scale easier, so we'll put off doing more essence moon events. As usual though, these can all be reordered basically however you like.

Make a Sun at the Moon, then a Dark Sun at the Dark Moon. We get the crown flag from this, and As Above, So Below are implemented weirdly so we only need one dark sun for it.

56. Uusi Aurinko (New Sun)

57. Essence Of Spirits

58. Pimeä Aurinko (Dark Sun)

59. As Above, So Below (Dark)

Collect 33 orbs again and another Sampo from GTCs. Head to the mountain altar to do the 33 orb ending. We already did 34, so we don't get any pillars here.

Second Reset

Check pillars and progress here for good measure. Progress should be complete save for 2 spells and 1 enemy (you). We also should have almost all non-sun and moon related pillars.

First order of business, bring Toveri to the Avarice diamond.

60. FRIENDSHIP

Procure more essences and visit each moon.

61. Void Moon

62. Blood Moon

The scale is balanced in this reset. Transport each rock to an altar and sacrifice them. Finish spell progress with the two omega holes.

63. Sacrifice Sun Gem

64. Sacrifice Dark Sun Gem

Traffic a sun to the Laboratory and kill Kolmi with it. Remember to load the trophy room to get the pillar.

65. Benign Sunshine

66. Kolmi Boss Kill

We're out of triggers, so another reset is needed. Because the Avarice Diamond is no longer needed, and moons work fine in NG+, you don't have to do a peaceful one, entering NG+1 works fine.

Third Reset

Pick up the Essence of Spirits and visit the moon. Then head to an essence eater and keep the rocks this time.

67. Drunk Moon

Travel to the Dark Moon and put a Sun there.

68. As Above, So Below

Procure a Dark Sun from your local hardware store, and make them kiss.

69. Supernova

Good news, we're done with peaceful resets! Bad news, we still need the 5 minute and 1 minute pillars, and it's probably taken more than 5 minutes to get this far. Luckily, there's a bug we can use to reset the in-game timer. This makes your end stats screen a little more lame, but you can do some manual save backups if you want it to display correctly.

In short, the save00/world/.stream_info file happens to contain the frame counter, which is used to determine when to award the time-based trophies. It also contains the world seed and many world backgrounds, and a bit of other info. That may have been a giveaway for experienced crashers, but it turns out this file is really easy to delete with unfortunately-timed crashing. Make a few backups, enter NG+ and immediately cast a crash wand of your choice. This has a pretty good chance to delete the file. If you lose stuff that's not the file, load a backup and try again. If it isn't deleted at all, you can load a backup or just try again in the next NG+.

Alternatively, if your personal ruleset allows, you can just delete the file yourself. Once the file is gone, hurry to the end room in less than a minute to get the Minit trophy. This doesn't award the 5 minute trophy at the same time, so you'll need to wait a minute and then head to a parallel end room.

70. 5 Minutes

71. 1 Minute

If you want your end screen playtime and world seed to be preserved, restore .stream_info from a previous backup.

Go through 3 NG+'s if you haven't already, Sampos will need to be summoned with EoE.

72. New Game + + +

Collect a few more Sampos and do the last few endings. The first two don't require orbs, the last one requires 11. While you're at it, collect the 2 parallel Lava Lake orbs so the secrets counter in progress is suitably maximized.

73. Normal Ending

74. Toxic Gold Ending

75. Pure Ending

If your tree hasn't been loaded yet, you can do so now and check your pillar status. You should have every single one except Nightmare.

Normally, the run ends here. But wait, enemies are only at 185/185! We still need Minä progress, which requires dying to yourself. Make an infinite damage tentacle wand and locate a Master of Masters for a vulnerability curse. Alternatively, pick up Glass Cannon and use a regular-amount-of-damage wand (you'll still need vulnerability). Be careful not to be polymorphed after doing so, as this removes your immunity there too! End yourself with a suitably non-tricky projectile for the last bit of progress.