

Asrahan: A Minimalistic Guide

by Sikrena



“Disappear along with the memories of the [Mist God](#).”

Updated: August 15th, 2024.

Author Bio

I'm Sikrena (EC: Zuihou), Content Creator for DFOGlobal. I write guides on content and other aspects of the game to help you get by!



Feel free to message me on Discord (@sikrena) for any questions, suggestions or telling me the guide sucks. Or say hi that's cool too.

“What’s the purpose of this guide?”

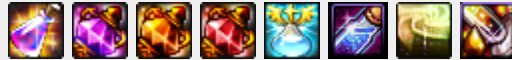
Similar to my previous guides, this guide is **intended for those who already somewhat know the general idea of the gimmicks/moves** and want either a refresher, a look at the health values or any other extra tips on the side as they play. **I omit or very briefly describe attacks I deem to be intuitive enough.**

I gave some moves nicknames so I can better identify them as some of them are repeated. If there are other accepted community names for attacks please let me know.

A “tl;dr” is provided at the top of each boss page and the movelist will be right below it with pictures and a description bolding the important bits (absolutely would not be very minimalist if I did not provide any tl;dr). I will update this guide as I figure out the important nuances of the content left out by sources.

If you have no idea what you're doing and need a visual of each gimmick, I highly suggest first looking at the [DFOArchive guide](#) or watching the [various videos](#) this guide takes reference from. This guide has no GIFs as an effort to keep your computer happy while you play.

PLEASE use potions if you value your time.



Content Rules & Map Explanation

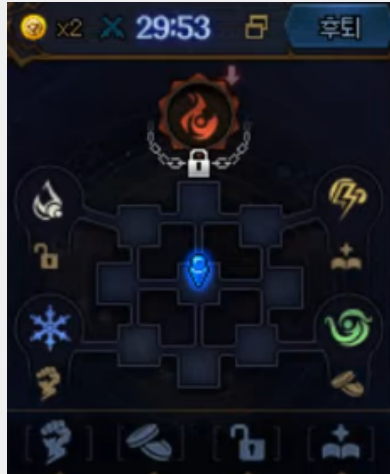
Asrahan is a **Raid dungeon** that requires **51693 Adventurer Fame** and costs **0 Fatigue Points** to enter, and you can enter **3 times a week** until you get your rewards or run out of entries.



You can only claim rewards **once** a week, and you cannot get any rewards unless you defeat the final boss within **30 minutes**.

Asrahan will share reward counts with Mu Raid. Meaning that if you get rewards from Asrahan, you **cannot** get rewards from Mu Raid — and vice versa. **Asrahan is essentially the “Guide” mode — you will see the bosses from Asrahan again in Phase 1 of Mu Raid.**

Map



The Memories of a Ruminating World

Similar to Hall of Dimensions, the **final Boss is selected at random** each week and the **remaining bosses are listed as Named enemies**. Each Named enemy will also have a **“memory” effect** seen below them on the map that will **grant bonuses when defeated**.

***Memories of the Truth* is needed to unlock the final Boss.**



Memories of Rage



*Memories of Conscious
Birth*



Memories of Harmony








Memories of the Truth

Increase Overall Damage by 15%	Number of usable Life Tokens increased by 2.	+100 Divine Beast Experience Points	Unlock the final boss. <i>This one is required.</i>
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Energy of the Five Elements

Each boss has their own “energy”. When they are **defeated**, you are able to **absorb their energy** and gain an **activatable effect** (default key `TAB`). You are only able to hold onto **one energy at a time** and it is **consumed upon activation**.

Blazing Beast Semiani	Fors of Misfortune	Shining Diane	Wrathful Mist Brim	Cladis in the Veil
				
<p>Briefly increases Overall Damage +10%</p> <p>-50% Damage Reduction during this time.</p> <p><i>In party, everyone gets the damage increase but the user gets the increased damage taken.</i></p>	<p>Become invincible for 5 seconds.</p> <p>Additional 5 seconds of 80% Damage Reduction.</p> <p><i>In party, the user becomes invincible, everyone else gets 80% damage reduction.</i></p>	<p>Reduces Neutralization Gauge by 50%.</p>	<p>Become briefly invincible and dash forward, increases Elemental Damage by 80.</p> <p><i>Only the person that has the buff gets it.</i></p>	<p>Reduces Boss's current health by 10%.</p>

Divine Beast Companions

Before the content starts, you are able to select **one** from **three** of the five Divine Beasts. Each Divine Beast has their own effect as well as granting you **bonus damage versus one particular boss**. The Divine Beast can evolve twice when obtaining 100 experience points. Defeating a boss will grant +50 experience.

 Meringue	 Wonder	 Log	 Niagu	 Platy
<p>Increase All Elemental Damage by 16 / 24 / 40.</p> <p>Every 20 seconds, reduce remaining skill cooldown by 20% / 30% / 40%.</p> <p>Every 20 seconds, reduce Boss health by 1% / 2% / 3%.</p> <p>Every 20 seconds, reduce Boss Neutralization Gauge by 5% / 7% / 10%.</p>	<p>Every 20 seconds, decrease Boss current health by 2% / 3% / 5%.</p>	<p>Every 5 seconds, reset the cooldown of 2 / 4 / 8 skills (Awakenings excluded).</p>	<p>Every 10 seconds, reduce Boss Neutralization Gauge by 10% / 15% / 20%.</p> <p>Boss receives 5% / 30% / 70% more damage when in a groggy or neutralized state.</p>	<p>Attack Increase stat increased by 15% / 55% / 115%.</p>
<p>Increases damage dealt to Cladis Behind the Curtain.</p>	<p>Increases damage dealt to Shining Diane.</p>	<p>Increases damage dealt to Unfortunate Fors.</p>	<p>Increases damage dealt to Wrathful Mist Brim.</p>	<p>Increases damage dealt to Burning Semiani.</p>
<p>Increased damage to their respective bosses is 5% / 15% / 30% depending on the Divine Beast's evolution.</p>				
<p>The final Boss will restore HP at a rate of <u>1% every 10 seconds</u> up to 50% / 20% / 0% HP depending on the Divine Beast's evolution.</p>				

Consumables and Life Tokens

You have a **consumable limit of 5** per fight.

There is a **Life Token limit of 4**. Unlocking the *Memories of Conscious Birth* increases this limit by 2.

Party members who die are **revived** with 30% **HP/MP** when a boss is defeated.

Bosses

Burning Semiani 🔥



HP (Named): Solo - ? | Party - ? | Hard Solo - 26B | Hard Party - 1.62T
HP (Boss): Solo - 60B | Party - 3.75T | Hard Solo - 126B | Hard Party - 7.81T

Weak to: **Water**, **Shock**, **Poison**

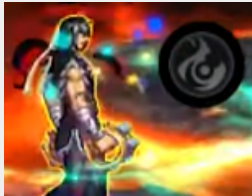
tl;dr

Watch the wind, free any trapped party members, floor is (sometimes) lava.



Semiani leaves patches of fire that are **initially inactive**.

Whenever **Semiani** performs an **attack**, these patches are **activated** and will **damage you if stood on**.



You have a fire gauge next to your character that slowly decreases over time. You **fill this bar** by **taking damage**.

If the bar is filled, you are **locked** and **must be freed by a party member** or **Semiani** will pounce on and **kill you**.

In Solo, if the bar is filled you **take damage** and are **stunned**.

Free a party member by standing near them.



Common Attack - Fiery Winds

Wind will flow in a certain direction that is soon followed by a fiery wind.

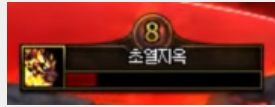
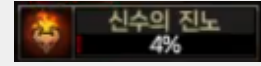
Find a pillar and **hide behind it**.

Afterwards the pillar will **explode**.



Semiani will cast **Fiery Winds** twice before jumping in the middle and cast **Fiery Winds** from the center outwards.

Same process as above - Hide behind a pillar and run from the explosion.



"Swallowed up by the flames!"

Berserk Pattern - Superheat Hell

Semiani will turn the floor into lava and also **form little islands** amongst the lava. **These islands act as safe zones.**

Semiani will target a player and jump on them. Any **islands in the landing zone** will crack and a **shard will appear**. If **Semiani** lands on an island already cracked, the island is destroyed.

Standing in the lava will fill another bar that if filled, +1 to the amount of shards needed to end the pattern.

Collect **shards** and **basic attack Semiani 6 times (8 in party)** to end the pattern and induce a **groggy**.

Unfortunate Fors ❄️

He was fors-ed to do basic math 🤔😞



HP (Named): Solo - 11.8B | Party - 741B | Hard Solo - 24.7B | Hard Party - 1.54T

HP (Boss): Solo - ? | Party - ? | Hard Solo - ? | Hard Party - 7.37T

Weak to: Fire, Bleed, Burn

tl;dr

Know how to count 😊



A “dice” gauge for this fight that **increases when you are hit. At 6 stacks, take damage = 20%*(dice roll)**

Roll a 5 or 6 = die (LAUGH NOW)



Fors attacks with slashes that **initially do not do anything.**

When a **player touches them**, they will turn blue and **detonate** after about a **second.**



Fors targets a random player with a danger zone. Ice lasers in the edge of the map will target the player.

The lasers will all fire at the location marked by the danger zone

Advise to put this in a corner.



The same as **Largo's Eye of Distrust** attack.

Be **looking away** from **Fors** as the bar is filled. Eyes will also appear that leave tears that damage you.

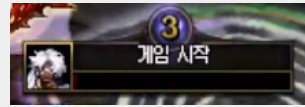


“There are rules in this space... and you will have to follow them.”

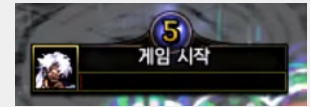
Berserk Pattern

Fors splits the screen and chooses one of the below patterns. A door on the **left or right side** will **light up** according to the pattern he chooses.

A **number** will appear above his cast bar which helps you **determine which door to stand at**.

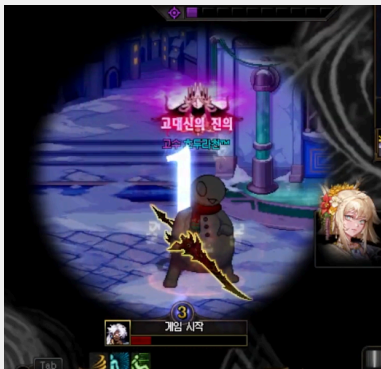


3 = Stand at **Left Door**




5 = Stand at **Right Door**

Completion of the pattern induces a **groggy**.



(3) Left Door Berserk Pattern

Stand on a blue eye  to reveal a circle and a number. The number of **players standing in the circle** must **match** the **number displayed on the circle**.

0 = Nobody stands inside

1 = 1 Player

2 = 2 Players

3 = 3 Players

4 = 4 Players

To make this less confusing, use party order to fill in the circles. (e.g. P1 for 1, P1 P2 for 2, P1 P2 P3 for 3)



(5) Right Door Berserk Pattern

A player is **targeted by a patch of darkness** that **continuously deals damage** and obscures vision. A **blue zone** will be **highlighted by the dice** which is a **safezone**. Repeat this **three times**.

Afterwards, **stand in the circles in order of least to greatest** (1->2->3->etc.).



Basic attacking during this pattern will reduce your HP by 10%, but will reveal the area.

It is also recommended to drop the dark patches in the corner to minimize clarity issues.

Shining Diane ⚡

"Sense!! Welcome back!" *bonk*



HP (Named): **Solo - 12.5B** | **Party - 780B** | **Hard Solo - 26B** | **Hard Party - 1.63T**

HP (Boss): Solo - ? | **Party - ?** | **Hard Solo - 123B** | **Hard Party - 7.7T**

Weak to: **Shadow**, **Shock**, **Bleed**, **Poison**, **Burn**

tl;dr

Bounce on hampter. Most attacks (including red circles) can be dodged by jumping.

Battle Gimmick - Flight



When **jumping on a pig-like Divine Beast**, or when granted by **Diane** as part of a pattern, you are allowed to **jump into the air** and **collect buffs** or **complete any ongoing pattern**.

You are allowed **4 extra jumps** by default unless the jump counter is reset by one of the buffs.

Below are the available buffs:



+12% Damage for 20 seconds



+40% All Speeds for 20 seconds



Reset Cooldowns for 4 Skills

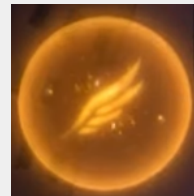
*When entering a cloud, you **may wait a little bit** before exiting the cloud.*

Exit the cloud by jumping (Default 'C').

Basic attack (default 'X') to immediately ground.



No buff, fall down immediately



Resets your jump counter



Two small bubbles will bounce around that progressively get larger.

When the **bubbles reach** their **maximum size** they will explode and send a **shockwave** that you must **jump over**.



Diane puts **herself in a bubble** and flies high into the sky while also granting you the ability to **fly**.

Jump on top of **Diane** until the pattern ends.



Diane puts **you in a bubble** and flies high into the sky while also granting you the ability to **fly**.

Get rid of the bubble by **jumping into** any of the **buff clouds**.



Diane absorbs **3 bubbles** to create a **screenwide danger zone**. Everytime a bubble is absorbed, a **shockwave will deal damage to the current danger zone** and **expand the danger zone**.

Run away from **Diane** to avoid the shockwaves, then **attack Diane** to **shrink the danger zone** before the finishing attack.



Berserk Pattern

A **giant bubble** in the middle forms while **smaller bubbles** bounce around the arena.

Collect **6 bubbles** (18 in party) and **bring them to the giant bubble** to end the pattern and induce a **groggy**.

Use the red indicator on the floor to determine the bubbles' locations instead of the bubbles themselves.



Berserk Pattern

Diane flies high into the sky while also granting you the ability to **fly**.

Whilst in the air, **Diane** will charge a **shockwave** that you must avoid by **hiding in any buff cloud**.

Stomp on Diane 7 (24 in party) times to end the pattern and induce a **groggy**.

"I'll show you what real lightning is!"



Wrathful Mist Brim

"You should focus more on evasion!"



HP (Named): Solo - 11.2B | Party - 702B | Hard Solo - 24B | Hard Party - 1.46T
HP (Boss): Solo - ~60B(?) | Party - ~3.5T(?) | Hard Solo - 112B | Hard Party - 7.00T
Weak to: Fire, Shock, Burn

tl;dr

Maintain your oxygen bar, lead orange spears into him.



A “breath” gauge. When this **gauge is depleted**, **you die**.

Collecting orbs will **refill** the breath gauge. Standing on a white pad will drop more orbs.

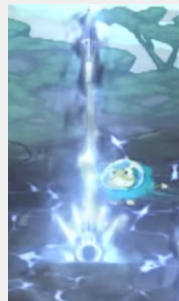
There is a bug where if a party member runs out of breath, the entire party will die.

Common Attacks

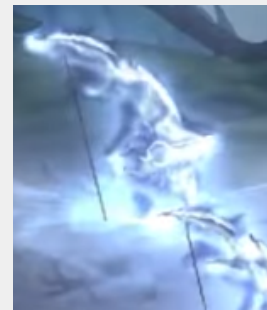
Axe of Fog



Spear of Fog



Bow of Fog



Causes an explosion **around** the impact area.

Causes an explosion **at** the impact area.

Creates a tornado that moves in the **direction that the bow is facing**.

Sometimes they don't go in the direction they point, likely a bug.



Brim splits the map in two.

One side will become a huge danger zone, **navigate to the safe zone** while **walking along the mist path**. You **cannot** cross the wall if you are not in the mist path.



Brim drops spears around the map.

Your breath gauge **depletes much faster** during this attack.



"Endless... How much longer...?"

Berserk Pattern

Spears will scatter across the map. Some of these spears are **orange**.

When you walk over an **orange spear**, it will start targeting you. Lead the orange spear so that it hits **Brim**.

Hit Brim with **3 orange spears** (**6** in party) to end the pattern and put him in **groggy**.

Getting hit by an orange spear will reduce your breath gauge.

Cladis Behind the Curtain

Mu Tier 3 sub



HP (Named): Solo - 12.5B | Party - 780B | Hard Solo - 26B | Hard Party - 1.63T

HP (Boss): Solo - ? | Party - ? | Hard Solo - ? | Hard Party - ?

Weak to: Light, **Bleed**, Poison

tl;dr

Keep Life bar high. +1 bar in life zone, -1 bar when attacked or death zone.



A “Life” counter. When the **counter hits 0**, **you die**. You increase this counter via the **Life and Death** attack.

Your counter is reduced if you are hit and by standing in the black area. Sometimes a water drop will **separate from your body** that you must “**absorb**” back before **Cladis** attacks it.



Life Death Trigger

Cladis charges an attack, if **you are within a green zone** when the bar is filled, you gain **+1 to your Life counter**.

If you are **within the black zone** when the bar is filled, you lose **-1 to your Life counter**.



"You can lose everything in a single moment."

Berserk Pattern - Piling Death

Cladis creates multiple green zones with **blue orbs**. You must remove all of the blue orbs to induce a **groggy**.

Removing blue orbs will **consume** some of **your Life counter**.

In Party, one player cannot contribute to clearing the orbs, but will have a life zone around them that other players may build their Life counter from.

Hard Mode

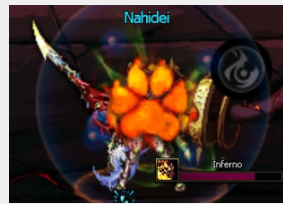
55034 Fame, slightly harder than pre-patch Asrahan Normal with more HP and more attacks. Asrahan Normal gets nerfed by ~50% hp to make up for the lower fame requirement.



Semiani

7.8t boss party hp
126b boss solo hp
1.62 named party hp

Semiani force traps a player



Also as big falling meteor attack: lead away from pillar, hide behind pillar. Players not standing behind pillar get trapped



Wind with no pillars, hide on the side of the X that Semiani is looking away from



Fors

1.54t party named hp
24.7b solo named hp

Fors throws dice in the **top, left, and right side** of the room. Stand in the zones **in the order in which they landed** (look at the pulses) as he casts his "1st, 2nd, 3rd doom" attack



Fors spawns ice and prepares a wide attack, break the ice and stand in the safe zone



Stands in the middle and selects certain players. These players will have explosions under their feet that they need to guide away from other players. After the explosions have gone away, stand in the middle with Fors and **look away**.





Diane

**1.62t party named hp
26b solo named hp**

Diane has this circular attack thing around herself in the middle
Also another tracking attack on players where you jump out of a ring placed on you



Brim

**6.8t party boss hp
112b solo boss hp
1.46t party named hp
24b solo named hp**

Brim has rotating tornado move
Big aoe with wind pillar, go up pillar before explosion bar fills





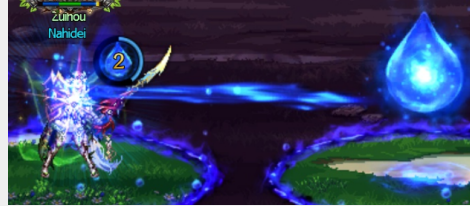
Cladis

1.626t party named hp
26b solo named hp

Cladis picks one player with a line and turns one half of the arena into a death zone. He will eventually **reverse** them.
















Cladis forces a water drop out of your character onto a nearby safe zone.

















Cladis creates safe zones that move around while continuously casting **Life Death Trigger**.







Rewards

	Clear Rewards
Guaranteed Rewards	 6-8 Stable Boundary Fragment / 7-9 Stable Boundary Fragment (Hard Mode)
	 19-24 Boundary Fragment / 17-21? Boundary Fragment (Hard Mode)
	 73 Five Element Flow / 88 Five Element Flow (Hard Mode) <small>(+8 VIP/Pass)</small>
	 8 Pure Five Elements Flow / 15 Pure Five Element Flow (Hard Mode)
	 18 Meteoria / 76 Meteoria (Hard Mode) <small>(+2 VIP/Pass, +8 Hard Mode)</small> <small>(Unusable until AFTER Mu Raid release. It is used for upgrading your Weapon.)</small>
	 1 Archives Key <small>(Used for Asrahan Archives.)</small>
	 3 Tales of Bravery - Asrahan / 4 Tales of Bravery - Asrahan (Hard Mode)
	 304 Memory Remnant / 341 Memory Remnant
	 43 Vivid Memory Remnant (Hard Mode)
	 30 Dim Floating Stone
	 200 Pale Mist
	 1000 Leiern Core/Condensed Leiern Core
	 1 Memory Fragment (Hard Mode)

Chance Rewards		Custom Level 105 Gear
		Fixed Record/Trace Set Epic
		Five Elements Armor Fusion Stone
		Asrahan Archives/Library Fusion Stone
		Primeval Fusion Stone
		Legendary Fusion Stone
		Shattered Harmony Jewel
		1 Senior Worshipper's Archives Key (Hard Mode) <small>(This replaces the Archives Key drop.)</small>
		Perfect Boundary Fragment
		Mist Halo
		Harmonious Mist Cube
		Sacrosanct Area Pot
		Dark Fragmented Abyss Pot
		Monster Cards



*You can exchange up to 180 per week for  Conqueror's Tokens which is used in the NPC shop for , , and  Enchant Beads.

Or you can exchange up to 60 times for Gold.
(All unused Tales of Bravery are deleted every week)

Q&A

Q: Do I need to fight all of the Named enemies?

A: Technically no. You can skip all of the bosses *except* for the one needed to unlock the final Boss. Most parties tend to do 2 bosses (damage bonus and final boss unlock), and burst past the 20% healing threshold upon groggy. Weaker solos should probably do 3 bosses before the final boss.

Q: When do saders awaken?

A: Depends on how many bosses you tackle. Typical pathing is 2 named bosses -> final boss - where you 3a first boss, 1a second boss, 3a again on final boss groggy. Timings may vary depending on the strength of the party.

Q: Pathing?

A: It is recommended to hit the boss with the 15% damage increase, the mandatory one needed to unlock the final boss, and any other boss of your choosing (may depend on which TAB buff you want). If you're strong enough, you can just hit the boss unlock and go straight to the boss.

Credits

Namuwiki for health values, reference.

[장지](#) and various other **KDNF** players for the video references.

(If you see a screenshot of your video and would like credit, please let me know)

(MTL: 당신이 당신의 비디오의 스크린 샷을보고 신용을 원하는 경우,알려 주시기 바랍니다)

DUFO/Raven for covering the [details](#) of the release.

Various proofreaders.

(Thank you Rojaz, Cubed, W9, and Shigitama in particular)

And **you**, for taking the time to read!



OMOSHIROI