

# Introduction

# Mirror Dungeon Solo Guide by Embers

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This written guide aims to cover several aspects of preparing for and completing a 50 Adversity mirror dungeon solo. Ideally, it will help new players who want to try their first few solos. As you continue to attempt and complete more solos, you will have a general feel for how to pick passives, gifts, when to enhance, what floors to take, and more.

There are countless different things that I will forget to cover, and there are many other (and perhaps better) resources that may help with gameplay, strategy, or advice. That being said, I would more than welcome feedback or questions about these two resources.

If you're entirely new, I would focus on **Starter Gifts, Mounting Trials, Passives Explained, and Gifts by Floor 11**.

TLDR for easy run:

- Dieci Rodya, aoe ego.
- Lunar Memory, Unhatched Embers, Bridle, Investigator Badge.
- Minimize offense level and clash power as much as possible.
- Don't pick Dongbaek or Dongrang packs.

My Limbus Code: R611616759

# Starlight Management

**Starlight:** Upgrade **every** Starlight Buff and make sure to hit ++ before starting your run.

It should cost around 810 Starlight to acquire every buff in the dungeon.

It is worth doing so because you save cost, gain clash power, and have additional pack searches and refreshes. By the end of the run, assuming you have completed all floors successfully, it is highly possible to come out Starlight positive or negative depending on how many pack searches you have made.

It is most Starlight efficient to start with **Emergency Badge** because you may have to do many pack searches to find it as a guaranteed reward, which I highly recommend.

**Pack-Search:** There are some gifts you must ALWAYS guarantee.

**Floor 2 (Hell's Chicken):** Sharp Thread or Tango Marinade

**Floor 4 (Line 2):** Bridle (you will very likely lose without this ego gift.)

**Floor 5-10 (Time-killing Time Bokgak):** Emergency Investigator Badge

## **Advice:**

- I like to use floors 5-10 and use all refreshes to have a better chance of finding the Emergency Badge without spending starlight.
- It seems to be cheaper to pick a “necessary” pack after using all of your refreshes than to constantly pack-search for Emergency Badge.
- I tend to do two refreshes searching for Sharp Needle or Tango Marinade guaranteed on Floor 2, then spend the rest pack-searching. This adds consistency to your run by guaranteeing extra damage or clash power.
- I tend to take Starlight rewards cards if my run is going well, because they give additional cost and help make up for the deficit. You can improve the odds with **Tomorrow's Fortune** and **Special Catalogue**.
  - You can craft with those though, they're not especially important.



# Starter Gifts: Why

**Starting Gifts:** I recommend Blessing and Music Box in every solo run for consistency.

If you're **new to solos**, you should bring Emergency Badge as well. Otherwise, pick a different starting gift.

Items	Priority	Why?
<b>Ashen Constellation's Blessing</b>	1	Protection is very helpful throughout the run, and by changing resistances to not fatal, you have MUCH more <b>survivability</b> .
<b>Manor-Shaped Music Box</b>	2	Being able to <b>unstagger</b> when you're staggered for the first time is very powerful, especially on the early floors.  Take this if you hate miserable RNG.
<b>Emergency Badge</b>	3	<b>Extra life</b> early on once upgraded to ++  Take this if you are new.
Sharp Needle & Thread	3	Bonus fixed damage by half of the damage dealt by your first skill, <b>immensely powerful</b> for consistent damage.  Take this if you need guaranteed dmg.
Blood-red Mane	3	Lust/Wrath ID gains <b>2 easy clash power</b> .  Take in the Faith and Erosion pack otherwise if you need this slot.
Haunted Shoes	3	<b>+2 Clash Power.</b>  <b>Take The Unloving on Floor 1 and</b>

		<b>fuse with Frozen Cries.</b>
Prestige Card	3	<b>Save 30% buying ego gifts.</b> More money saved = more gifts.
Dark-Flame Smoking Pipe	3	<b>2 Attack Power</b> at the cost of 1 fragility.  This is typically in Full-Stopped by a Bullet on Floor 3, which you might skip for The Unconfronting's bleed gift.
Grey Coat	3	<b>AOE/Gloom skills heal by 20% of damage dealt.</b>  This would be useful in scenarios where you don't have a healing or AOE ego, but have an identity with either gloom or an AOE skill. Taking it early would secure easy healing.

### In what situations would you pick these?

**Pipe:** I would pick Smoking Pipe if you were doing a **bleed** run and wanted the clash power without sacrificing The Unconfronting's Damage.

**Haunted Shoes:** If you have a sinking character or just want easy clash power.

**Blood-red Mane:** If you have a Lust or Wrath skill (you must keep at least 1 to maintain the effect), this can be worth taking if you don't want to take Faith and Erosion on floor 1, because it really sucks.

**Sharp Needle & Thread:** Are you using a super lower damage output character? Consider using this.

**Grey Coat:** When you need healing, don't have a healing EGO, but have AOE somehow/gloom, this may be worth taking. This was added after feedback, so please give more if possible!



**Beginner Combo:** Ashen Constellation's Blessing, Manor-Shaped Mirror Box, Emergency Investigator Badge

**Medium Combo:** Ashen Constellation's Blessing, Manor-Shaped Mirror Box, any item that fits your needs.

- It really sucks not having guaranteed badge, but it's possible to win runs without it if the ID is good enough.

**Adv. Combo:** Ashen Constellation's Blessing, Emergency Badge, Sharp Needle



- Take Dregs of The Manner for Mirror Box
- RNG can be painful.




# Cost Management

**Cost:** You want to take as many cost-saving ego gifts as you can and as early as you can throughout the run.

**Advice:** You can farm cost on Floors 9 and 10 to enhance as many gifts as possible, provided you already have the Tier IV gifts you need.

- Take cost reward or starlight reward cards if you are running low on cost.
- Always sell a Tier IV vial if you're selling gifts to enhance items, as the first sale should guarantee you 400 cost, and it'll be worth less after you sell your first item.
- Once you have voracious hammer, **take as many fights as you can** and try to avoid ?'s.

Name	Image	Priority	Why
Voracious Hammer		<b>ALWAYS GRAB</b>	Cost per enemy defeated early in the run is incredibly useful. The best cost gift you can get.
Prestige Card		<b>ALWAYS GRAB</b>	30% off all gifts is a HUGE discount, especially on EX floors.
Renewed Merch		<b>ALWAYS GRAB</b>	30% off all enhancements is another huge cost saving tool.
Rebate Token		<b>ALWAYS GRAB</b>	20% chance to get cost refunded when enhancing can help you enhance several additional gifts if you're lucky.
Golden Urn		<b>Meh</b>	Gain 20% cost after winning an encounter, pretty helpful, can be crafted with.

Milepost of Survival		Meh	Extra cost after clearing boss floor, pretty helpful, can be crafted with.
New Release Pamphlet		Craft-Worthy	20% chance to get cost refunded when refreshing is mostly useless with all Starlight buffs enabled.
Trial Plan Guide		Craft-Worthy	30% off of skill replacements is good, but it becomes useless once you replace them all.

# Mounting Trials

**Mounting Trials:** You will always want to minimize the amount of offense level and power up trials.

**TLDR:** Defense Level > Max HP > Offense Level > Clash Power > Final > Base > Headstrong > Coin power.

1. Defense Level and Max HP are the **best** choices for ensuring your solo runs are successful.
2. Offense level: Pick the least amount of offensive level possible if you cannot avoid these.
  - a. 3 Offense Level = 1 Clash Power
3. Clash power up: This is better than Final Power or Base Power because it will not affect one-sided attacks from enemies.
4. Final Power/Base Power: Equivalent to Attack Power Up, affects one-sided attacks, **making dodging difficult**.
5. Headstrong: Enemies take up to 25% less damage and do 25% more. I highly recommend avoiding this trial if you can.
6. Coin Power Up (**Brutality**): Only take this in circumstances where you absolutely cannot win the run without the item, or you are very comfortable with your chances of winning.
  - a. You would pick brutality for the following items: Bridle, Unhatched Embers, Emergency Investigator Badge.

Durante: When

**Durante:** You can use Durante abilities twice a day, and you will not lose them if you lose the fight and retry. They reset usage every day, so **you can use more than 2 Durantes in a run** if you wait long enough.

The most valuable durante abilities are Morositas, Superbia, and Ira.

**Morositas** is incredible in situations where you don't have enough clash power and need to win a few clashes to get the ball rolling. This lasts three turns.

- Bridle of Infinity (Floor 14): benefits from being able to clash with Hurlily or when you first start attacking My Form Empties.
- You might use this to fight a secret boss that is giving you difficulty when you immediately need to win clashes.

**Superbia** is useful in situations where you desperately need to use an AOE or healing ego.

- Floor 1 (Faith and Erosion or Dregs of the Manner) could benefit from an early Superbia.
- Full-Stopped by a Bullet (Floor 3)'s boss node can be difficult if you haven't found Carmilla or any EGO resource generating gifts.
  - I would recommend using it turn 1 if needed for upfront damage.
- Secret bosses or Floor 15 if you run out of resources.

**Ira** lasts for one turn and strengthens a unit's stats, making them **unstaggerable**, **unkillable**, heal on damage dealt with base skills, and base/counter skills into unbreakable coins.

- This is useful in situations where you don't have Emergency Investigator Badge
  - I myself used it in a run to get past S.E.A C.R on Floor 13 because I didn't have the extra life.
  - I popped it as soon as I got to the big crab so I could tank all of their attacks at once.



- This may also be useful against secret bosses or if you are at the tail end of a fight or a stagger bar and just need to survive.
- You could also pop it early into a fight, but, seems wasteful if you haven't tried to win without it a few times.

IDs: Who

**Identities:** You can solo with any ID in the game, but there are characteristics that allow for easier solo runs.

**Evade:** Having an evade ability allows for you to cheese through having poor clashing power or not having a spammable AOE EGO in manual fights. For example, an evade ID would be helpful in a situation like fighting Fairy Queen.

During the fight with the Fairy Queen in EX packs, you may not have the ability to clash with the minions or the queen itself. Dodge gives you a chance to dodge those attacks if you cannot tank them.

**Fewer stagger thresholds:** An ID with only 1 or 2 stagger bars can be incredibly helpful in solos, because there will be situations where you end up being staggered by only one bar, only to be staggered the next turn (after you waste Music Box's effect).

Note: IDs with strong shield mechanics are also exceptionally useful, such as Dieci Rodya.

**High rolls:** An ID with high rolls/clashing power will be incredibly helpful, as having poor rolls means that you could potentially be losing clashes consistently by Floor 12 or 13.

Example: Ting Tang Hong Lu's skill 3 gains +25 coin value in a clash, which is exceptionally high, despite being a Season 1 ID.

Alternatively, you could use R.B. Sous-Chef Gregor and want to cry yourself to sleep rolling a 9 (or 13) on a skill 3.

**Examples of Strong IDs:** Anything with a gloom skill, aoe, or clash power.

**Dieci Rodya:** I don't think she can die. Shields.

**Knight of Despair Rodya:** High clash power, nigh unkillable, insane damage, receives a DPS buff after blocking.

**Mao Adept Faust:** High clash power, nigh unkillable, insane damage.

**Heishou Adept Yi Sang:** High clash power, tankability, AOE with empowered skill 3.2

**Thumb Capo Meursault:** High clash power, unstagger ability, aoe attacks, the tiger does not concern himself with enemies.

**Anything newly introduced, like Udjat Outis.**

# Passives Explained

**Passives:** Passives are a very important part of a successful run, as they can provide clash power, protection, healing, or other useful buffs. Below are some notable passives.

Key: IDs with clash power will be **red**. My general recommendations will be **Blue**. If there's a mix between clash power and recommendations, it'll be **Purple**.

<b>Yi Sang</b>	Has plenty of good passives, I prefer <b>W Corp.</b> or <b>Heishou</b> as generalist passives.
<b>LCB Sinner</b>	Heal 10 SP for 1 ally if they lost SP.
<b>W Corp.</b>	If charge count against rupture targets: up to 15% more damage.
<b>Heishou Pack - Wu</b>	Up to 5 defense level, heal 50 hp at less than 50%.
<b>Seven Association</b>	3x Gluttony Res: Gain +1 clash power.
<b>Spicebush</b>	3x Sloth Res: 10% damage when AOE.
<b>Solemn Lament</b>	Consume 2 sinking, inflict Butterfly status.

<b>Faust</b>	<b>Regret</b> and <b>LCB Sinner Faust</b> are arguably the best generalist passives.
<b>LCB Sinner</b>	Inflict 2 Offense Level down with attacks at a 25% chance.
<b>Regret</b>	+1 Clash Power if the enemy has 3+ types of negative effects.
<b>Zwei Association</b>	2x Gloom Res: 2-4 additional defense level up.
<b>Seven Association</b>	Up to 20% extra damage based on rupture when attacking with a damage type that the target is Weak or Fatal to.
<b>Mao Adept</b>	4x Gluttony Res: When inflicting rupture, gain up to 3 offense level up per turn.

<b>Wuthering Heights Butler</b>	When hitting an enemy with 5+ sinking, heal 3 SP on hit (4 times per turn)
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<b>Don Quixote</b>	I tend to take <b>LCB</b> , <b>Shi</b> , or <b>T Corp.</b>
<b>LCB Sinner</b>	10% pierce damage.
<b>Shi Association</b>	10% slash damage.
<b>T Corp.</b>	Take 10% less damage from enemies with Tremor.
<b>W Corp.</b>	3x Gloom Res: +1 final power on first skill.
<b>Cinq Association South</b>	3x Pride Res: If speed is higher than speed of all enemies, deal up to 15% damage based on the difference between it and the slowest enemy.
<b>Index Proxy</b>	3x Gloom Res: Heal 15 SP combat start, if Index, gain 1 damage up.
<b>Manager of La Manchaland</b>	1 ally with the least HP gains 1 Damage Up for every 20% missing. If bloodfiend, for every 15% missing. Both are a max of 3.

<b>Ryoshu</b>	In my opinion, Ryoshu has no good passives. Just take whatever isn't LCB Sinner.
<b>Heishou Pack - Mao</b>	2 Haste next turn.
<b>LCCB Assistant Manager</b>	<p>Spending ammo gains 3 poise, spending the last ammo with a coin deals 50% of the damage dealt by that coin attack against each target as bonus damage against each individual target.</p> <p>This is to say, spending the last bullet = more damage.</p>

<b>District 20 Yurodivy</b>	Gain +1 Tremor Count from Skill or Coin effects (2 times per turn)
<b>R.B. Chef de Cuisine</b>	Defeating an enemy heals 15 health (once per turn).  This is useless, but better than nothing.
<b>Edgar Family Chief Butler</b>	Winning a clash gains up to 3 Poise count and gains 1 Haste maximum.

<b>Meursault</b>	<b>LCB Meursault</b> is always useful.
<b>LCB Sinner</b>	Take -10% damage from attacks. Basically 1 Protection.
<b>Rosespanner Workshop Fixer</b>	3x Gloom Res: +1 Clash power against targets with Tremor.
<b>Blade Lineage Mentor</b>	Deal 15% damage on critical hits with slash skills.
<b>Thumb East Capo</b>	When 1 ally spends ammo with a skill and are 3 speed faster than the enemy, deal up to 15% extra damage.
<b>Prince of La Manchaland</b>	5x Lust Res: Bloodfeast is multiplied by 1.5 (2 times per Encounter).
<b>N Corp.</b>	3x Wrath Res: 1 attack power up and 1 protection if under 50% hp.

<b>Hong Lu</b>	Use <b>Tingtang</b> for free damage, <b>Fanghunt</b> to survive bleed.
<b>Tingtang Gang Gangleader</b>	20% more damage with Heads Coins.



<b>Fanghunt Office Fixer</b>	Combat Start: Lose 2 bleed count. Hitting an enemy with rupture inflicts 1 defense level down (2 times per turn).
<b>Hook Office Fixer</b>	When defeating an enemy with Bleed, gain 1 Attack Power next turn.
<b>Full-Stop Office</b>	Deal 10% more damaged with ammo skills, does not activate when out of ammo.
<b>R Corp. 4th Pack Reindeer</b>	When using a base attack that gains charge count, deal 15% damage with the final coin.
<b>Lord of Hongyuan</b>	Deal +(types of deathrites on target x 3)% damage against the enemy (max 15%).

<b>Heathcliff</b>	<b>LCB Sinner</b> and <b>R Corp.</b> tend to fulfill a lot of uses, but if nothing else works, use <b>Heishou</b> .
<b>LCB Sinner</b>	+10% Blunt damage.
<b>R Corp. 4th Pack Rabbit</b>	+10% Pierce damage.
<b>Heishou Pack - You Branch</b>	If less than 50% HP, +1 Clash Power Up.
<b>Oufi Association</b>	+1 Clash Power to skills that apply Tremor.
<b>MultiCrack Office Fixer</b>	Max charge count +5.
<b>Pequod Harpooner</b>	Up to +30% pierce damage for every 1% missing HP.
<b>Wild Hunt</b>	3x Gloom Res: Enemies with less than 0 SP take up to +20% damage.

<b>Ishmael</b>	I tend to always use <b>Edgar Family Butler</b> .
<b>LCB Sinner</b>	Less than 50% HP gains +1 Clash Power.
<b>House of Spiders</b>	3x Envy Res: +1 Clash Power. Envy A-Res: +10% damage with base skills.
<b>Edgar Family Butler</b>	Deal 1% damage for every 1 sinking on target (max 20%).
<b>R Corp. 4th Pack Reindeer</b>	+10% Blunt Damage.
<b>Liu Association</b>	+5% Blunt damage for every 3 Burn Count on target (max 15%).
<b>Zwei Association West</b>	2 Defense Level Up.
<b>Jeong's Office Rep</b>	On heads with base skill, heal 5 SP (2 times per turn)

<b>Rodion</b>	I nearly always use <b>LCB Sinner Rodya</b> , but it really depends on your situation.
<b>LCB Sinner</b>	+20% damage with Heads Coins.
<b>T Corp.</b>	3x Sloth Res: +1 Clash Power when clashing against targets with 5+ Tremor.
<b>Devyat' Association</b>	Clash Power +1 to rupture skills.
<b>Kurokumo Clan Wakashu</b>	+10% slash damage.
<b>Liu Association</b>	+5% Pierce for 6 burn potency on target (max 15%).
<b>Princess of La</b>	Reduce ally's bleed potency by 6 at turn end, apply (bleed

<b>Manchaland</b>	potency reduced / 2) Blooming Thorn.
<b>Knight of Despair</b>	At -15 or less SP: +1 Final Power to Minus Coin skills and +15% damage at -30 or less SP.
<b>R Corp. 4th Pack Reindeer</b>	Skills that consume charge and inflict sinking deal +10% damage

<b>Sinclair</b>	I nearly always use <b>Los Mariachis</b> but there are other decent choices as well.
<b>Los Mariachis Jefe</b>	Deal +10% damage to enemies with less SP.
<b>Zwei Association</b>	Take -10% damage.
<b>Zwei Association West</b>	Apply 1 Haste and 3 Defense Level Up next turn.
<b>One Who Shall Grip</b>	+10% Blunt Damage, if said ally is below 0 SP, further boost their Blunt damage up to 10% more.
<b>Middle Little Brother</b>	Apply 2 Defense Level Up, if from the Middle, gain 2 Offense Level Up.
<b>Thumb East Soldato</b>	4x Pride Res: Reload if Ammo count is fewer than half, regain half of maximum Ammo capacity Once per encounter, max regain of 5.
<b>Cinq Association</b>	3x Pride Res: On evade, gain up to 5 Haste next turn.

<b>Outis</b>	Seemingly <b>LCB Sinner Outis</b> is the best option as far as I understand.
<b>LCB Sinner</b>	Deal +30% damage to enemies below 0 SP.
<b>G Corp. Manager</b>	Randomly gain 1 Attack Power Up, 1 Defense Power Up, or 1 Protection at combat start.

<b>Wuthering Heights Chief Butler</b>	Clash Power +1 when clashing against targets with less than -25 SP.
<b>Cinq Association</b>	3x Pride Res: If faster than all enemies, Clash Power +1. If Cinq Fixer, deal +10% Pierce damage.
<b>Seven Association</b>	Deal +10% damage when attacking a target with a damage type that the target is Weak or Fatal to.
<b>Heishou Pack - Mao</b>	When attacking targets with Rupture, deal +10% damage, gain 1 Haste next turn.
<b>LCA Udjat Vanguard</b>	3x Gloom Res: Apply 1 Protection next turn.

<b>Gregor</b>	I highly recommend <b>G Corp. Gregor</b> for additional survivability.
<b>G Corp. Manager</b>	The ally with the least HP heals 5 HP after winning a clash.
<b>Zwei Association</b>	Gain 3 Defense Level Up.
<b>Twinhook Pirates</b>	If you have poise and defeat an enemy, gain 1 Pierce DMG Up next turn (once per turn).
<b>Edgar Family Heir</b>	Combat Start: 1 ally with the least SP loses 5 SP, then gains 1 Gloom DMG Up.
<b>Firefist Office</b>	3x Wrath Res: Deal 5% more Wrath Damage for every 6 Burn on target (max 20%).
<b>Night Awls Capitano</b>	If this unit's speed is faster than the target's, inflict up to 2 Defense Power Down this turn.
<b>Liu Association</b>	Deal +30% damage with 4th and subsequent coins. Very niche.
<b>Kurokumo Clan</b>	When hitting an enemy with 7+ Bleed, inflict 1 Offense Level Down (3 times per turn).

**Bad Passives:** Passives that don't really do anything, like +1 bleed application, or 20% extra damage taken.

- LCB Ryoshu: On 3x Gluttony Resonance, deal and take 20% damage. Terrible.

# Team-Building

**Team-Building:** You want to spend at least a few minutes figuring out which identities are going to be benched for their passives, as well as equipping any EGOs they may have if you run into a wall when soloing. It's better to complete a failed solo with a team than to restart or accept losing all of your starlight.

## Priority List:

1. Clash Power
2. Extra Damage
3. Healing/Protection
4. Status related passives
  - a. Note: Something like +1 Bleed application is relatively pointless because EGO Gifts do the heavy lifting.

**Example:** I recently completed a LCB Sinner Ryoshu solo.

At first, I thought to myself, what is the most relevant passive to each sinner?

So I went sinner by sinner to determine what might be most useful.

I chose W. Corp for extra damage, Regret Faust for clash power, Don Quixote for extra slash damage, and the list goes on.

I have a little bit of clash power, a lot of extra damage, and a little bit of healing/protection.



## Gifts by Floor 11



**EGO Gifts:** Ideally by Floor 11 you'll have all the floor-specific pack gifts you need, as well as most status and damage relevant gifts.

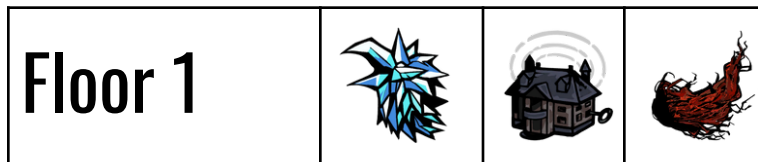
You should have Lunar Memory and all necessary Tier IV gifts by this time. The tables I've created below highlight gifts in **red** that I think are particularly important to watch out for.

However, that being said, there is an excellent set of images created by Folmore at the **bottom of this page** that encompass all the general gifts you should have.

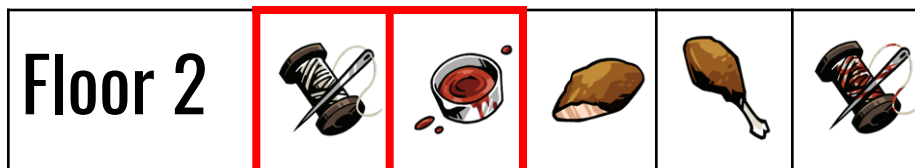
Floor 1: You want to guarantee either Frozen Cries, Blood-red Mane, or Manor-Shaped Music Box depending on your starter gifts.

Example of other good gifts on floor end:

- Eclipse of Scarlet Moths, Lithograph, Phlebotomy Pack, anything that heals.



Floor 2: You want to **guarantee Sharp Needle and Thread or Tango Marinade** at floor end. I would refresh and pack-search for these.



Floor 3: **Darkflame Smoking Pipe is a must craft or buy** in the shop as a Tier 3 Poise Gift. Gear Shrapnel is helpful but optional.



Floor 4: **Bridle is a must guarantee.** I would refresh once or twice naturally to see if you can find it, then pack-search and continue refreshing otherwise. Metronome is useful but unnecessary.

# Floor 4



Before Floor 11: This is created from a general perspective.

- Focus on Lunar Memory and relevant damage type IV gifts.
- Downpour, Clear Mirror, and Artistic Sense should be made by this point, as well as your relevant status gift(s).

By 11								
Aim For								
Bonus								

**Slash**

**Blunt**

**Pierce**

If your defensive skill is:

Then don't forget to bring this:

Anything in the image below should be taken in your run due to general buffs.

**Sum of Effects:**

5 Bind, 1 Paralyze, 10 Offense Level Down, 14 Defense Level Down, 2 Fragile, deal carry over sloth damage on kill

**Sum of Effects:**

2 Power Up, x2.5 Crit Damage, 17 Offense Level Up, 2 Haste, 5 Damage Up, 6 Defense Level Down, 2 Clash Power

**Sum of Effects:**

3 Offense Level Down, 3 Defense Level Down, Deal 62.5% damage, take -12.5% damage,

**Sum of Effects:**

5 Offense Level Up, 3 Haste, 4 Damage Up, Near-light Superbattery status,

**Sum of Effects:**

Deal +10% damage, take -20% damage, 1 Haste, 1 Damage Up, 2 Offense Level Up

note: I suggest to not pick up WhiteGosp, the debuff from WhiteGosp only last for one turn. at later floors, it's better to have more breathing room by let the enemies get staggered

**Sum of Effects:**

2 Offense Level Down, 2 Defense Level Down, 1 Damage Up, 1 Haste

**Sum of Effects:**

4 Offense Level Down

note: don't bring GoF unless you use burn ID. Non burn ID can't maintain the count and burn potency application for non burn ID is severely limited based on specific sin affinities.

Source: [Folmore's Solo Guide](#)

# Gift Priority

## Early Priority Gifts and Examples:

1. Healing Gifts
  - a. **Grey Coat**, **Lithograph**, Prejudice, Phlebotomy Pack, etc.
2. Resource Generation Gifts
  - a. Blue Lighter, **Pride**, Flask.
3. Status Gifts
  - a. Hot 'n Juicy Drumstick, Temporal Bridle, Ornamental Horseshoe.
4. Clash Power Gifts
  - a. Cigarette holder, Resolution, Finifugality.
5. Offense Level Down Gifts

## Mid-Late Priority Gifts and Examples:



1. **Lunar Memory** and Tier IV Damage Gifts
2. Tier IV Status Gifts (Downpour, Clear Mirror, Artistic Sense)
3. Clash Power Gifts
4. General Status Gifts that debuff enemies (see list in previous tab)
5. Anything else

**Floors 9-10:** Upgrade as many useful items as you can before the prices surge in 11-15.

- Bridle.
- Emergency Badge (you should already have done this).
- Tier IV gifts like Downpour.
- Status gifts that increase damage.
- Reverberation, Bell, Nixie, tremor gifts debuff a LOT.
- Nebulizer, horseshoe are worth upgrading.
- Miscellaneous stuff

# Other Resources

## Other Resources:

- [Steam Community :: Guide :: How to solo MD Extreme with any IDs with max adversity \(including hidden bosses\)](#)
-  Solo Tech | MD6 Solo Guide
-  Solo, budget MDE50 guide - [Limbus Company]
- [Jexnpierre - YouTube](#)
- [ArTStellar - YouTube](#)
- [Resource Hivemind for Limbus Company](#)
- <https://gll-fun.com/limbus/en/>

# To-Do List



- ☐ Secret Bosses tab
- ☐ Maybe ask solo youtubers like jexn their opinions on the guides
- ☒ Combo lists for Starting Gifts
- ☒ Explain when to Durante

