

Introduction



Mirror Of Names and Spiders



The Mirror Dungeon is a secondary game mode in which the Manager traverses a randomly generated dungeon. A new Mirror Dungeon is released every Season, and each makes extensive changes to the gameplay of the previous Mirror Dungeon. All Mirror Dungeons have two Difficulty levels: Normal and Hard. Entry to Mirror Dungeons is free. However, redeeming their rewards requires spending Enkephalin Modules. The base version of a Mirror Dungeon requires 5 Enkephalin Modules to claim rewards, while the hard version requires 6 per weekly bonus used and 5 if none are used.

How to solo in MDE, a detailed guide

(Contains overloading information, will be great if you're the excellent manager who can comprehend and read)

Greetings executive managers,

Want to go up to floor 15 but always stop at floor 11-13? Couldn't get better so you accepted defeat? No worries because you're a smart manager who chooses to read this guide that helps you get better.

You want a.. Solo run, with one single identity? No worries manager, Yi Sang and I had prepared every information to ensure your run is going to be perfect and easy. (Skip the first tab if you already know the basics)

Go further if you're looking forward to a 60 adversity, solo or a full team, the guide will always work.

We will be listing all the general information that works on any team, if you're running a specific/specialist identity then uh I'm sure my smart manager can figure it out.

Do not view this doc on mobile.



Basics and mechanics



Preparation in Mirror Dungeon:

(Manager, allow me to speak up)

Mirror dungeon is a gamemode which consists of 15 floors. Challenge various enemies and experience different encounters.



At the start of the game, you are given the choice to pick any 12 starter buffs to help you through the gamemode which comes in cost by consuming Starlights

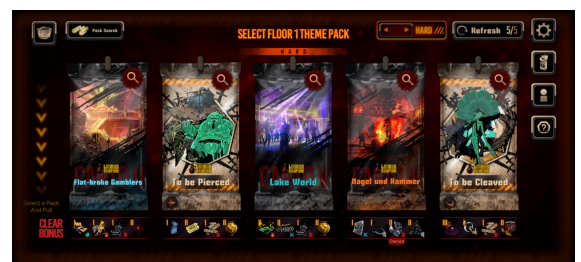
★. Said buffs could also be enhanced by consuming more Starlights up to two levels which greater the effects are.

After picking starter buffs, you are given the choice to pick 3/3 E.G.O gifts of the main 7 statuses and 3 damage types (Cannot mix E.G.O gifts).



- Then, you'll reach the EGO gifts shop, where it sells every keyword type (excluding tier 4s), you can spend 90 starlights for a gift, maxed is 3.

You'll have a currency to buy stuff in the shop at the 2nd end of a floor's stage (before the final boss), it's called Cost ☼.



Completing the chosen pack, managers are allowed to choose 2 out of 4 E.G.O gifts. These gifts also come with Mounting trails  buffing enemies which gradually increases their overall power – Mounting trails will increase the level of the enemy, also providing them with status buffs such as offense level up, defense level up, etc.

Refusing gifts will randomly select 2 Mounting trails. (please pay attention to this manager)

Next, let me tell you how the Mounting trails buffs work. manager.



Offense level: +1 clash power for each 3 level difference on the higher side.



Defense level: Every difference between offense and defense level will result in more or less damage depending on the higher/lower side.



Final power and base power: The same thing. + X power



Clash power: + X power during a clash.



Plus/Minus coin power: + X coin power. Remember it's the *coin*.

And more buffs that I believe our manager can understand. They don't matter in MD that much.

Outis, our manager seemed like they didn't understand what to do with the trails.

Don't you dare underestimate them like that. Anyway,

You should know what EGO gifts you're about to pick, also paying attention to the buffs coming with it.

PRIORITIES when choosing:

1. A themed exclusive gift (if really vital for buff/fusing)
2. A high tier (usually IV) gift: Keywordless > fusable gifts
3. Mounting trials: (highest>lowest)

Max HP% > Dmg dealt/Dmg taken reduction% > Defense lv > Offense lv > Clash power > Final/Base power > Plus/Minus coin power

4. Tier III or lower gift
5. Already owned EGO gift(s) (recommend we look for safe mounting trails buff first)



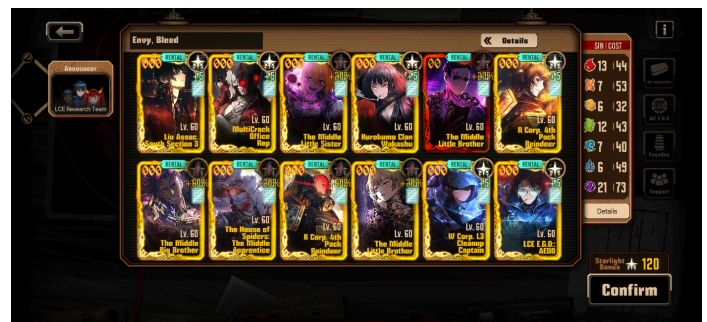
Preparation



Preparation in Mirror Dungeon:

1. Team/Identities for PASSIVES:

- Passives are needed for your solo run as they help you in dealing more dmg, healing, taking less dmg, etc. Just by standing off-field. (they activate when you have required sin resources)
- Replacing them for your solo id is completely fine.
- I have read pretty much identities's passives myself so here are my best identities to bring, do note that there could be better replacement (read them all), for me these are the only identities I have: (Good > Alright)
- Passives that require Absolute Resonance or inflicting statuses are good but they are id dependent. I will mark it with “👤”. (that means you have to read)



(Prioritize their passives by looking for Clash Power > Less dmg taken > Deal more dmg > Heal > Offense/Defense Down > Inflict effects)

🦋: Heishou, Seven Assoc 👤, W Corp, Index Nursefather, Ring Pointillist, Spicebush 👤, LCB.

🦋: The one who grips, Butler, Heishou 👤, Ring Apprentice, LCB, L Corp/Zwei.

🦋: W corp, T corp, Idex Proxy 👤, LCB/Shi Assoc, Lantern 👤, Heishou, Manager 👤.

🦋: Drifting Blade, LCB 👤, Penitence 👤, Butler, Chef, LCCB 👤, Assistant.

🦋: Rosespanner 👤, LCB, Dead Rabbits 👤, N Corp 👤, Blade Lineage, Thumb Capo 👤, Ring Fauvist.

🦋: K Corp 👤, Ting Tang, LCB, Ring Nursefather 👤, Hook Office, Full Stop 👤, Lord Hongyuan 👤, Fanghunt.

🦋: Wild Hunt, Heishou, LCB/R Corp, Shi Assoc 👤.

: Jeong's Office, LCB, R Corp, Shi Assoc , Liu Assoc, Butler, Zwei, LCCB .

: Deyvat , T Corp , LCB, Knight of Despair , LCCB, Heishou, Liu Assoc, Dieci Assoc, Princess La Manchaland, Ring Fauvist , N Corp, Zwei .

: LCB, Zwei South Sec 6, Mariachis, The one who shall grip, Zwei West Sec 3.

: Butler , Cinq , LCB, Seven Assoc, Heishou , T Corp, Blade Lineage.

: LCB, G Corp, Liu Assoc, Priest La Manchaland , Twinhook .

2. Starlights buff and shop: You should have at least 1,200 Starlights



- For this, always maxed them out.
- You'll need 930 Starlights in total for them.
- After that, is selecting 3 EGO gifts.

Depending on your identity's main status(es), pick the corresponding gifts. Remember to turn on "Activate gift search", it will help you to have higher chances to get the gifts of the status you picked.

- Next is the Starlights shop:

You'll need 270 Starlights for 3 gifts.

Here are the must-have gifts.

: Unstagger's next turn. (If your id has a free unstagger as their kit, you can move to something else like exclusive gifts, healing)

: It will help you take less dmg, **I really recommend having this.**

: A free revive (Only if enhanced to ++, still, it's vital, plus getting it in it's own pack is gambling)

: Super essential, and also gambling when trying to get it from it's pack.

- The next gifts are only for alternative: (if "Dregs of the Manor" pack troubles you too much in the first fight)

: Heals 5% out of max HP when staggering an enemy (10% if Gluttony)



 : INSANELY good if your id has Gloom or AOE skill(s) (E.G.O works too but if you wanna survive floor 1 you won't gain enough sin resources to cast an EGO)

 +  =  : If you know what you're doing to pick 2 of them.

 or  : If you're aiming to fuse  but your id doesn't have evade (Dongbaek/Dongrang is anti-solo)

Note that it'll be better if your id has EVADE. 

3. EGO gifts combo:

- Manager, know which comb to choose so that you won't have trouble again.
-  : Means managers are free to choose your needed gifts.

Ordinary:    (Not aiming for  as it doesn't affect much)

No Manor Music Box:  +  with  /  (or )/  ... (Exclusive EGO gifts)

Picking "Dregs of the Manor" in Floor 1:       /   

Not going for "Hell's Chicken":    /    (easier set up, you will aim ,  in the first 2 floors)

Specialist ID: (the ID's exclusive gift) +  any must-have gifts.

Skill 3 Gloom:    /   

You're done with the first step!

Be careful managers.



Floor 1-5



Floor 1 up to 5

Try to get the needed gifts (they only appear in these floors), getting these packs is a gamble though

1. Floor 1:

- Essential EGO gifts:   
- Depends on the starting gifts that managers chose earlier.
 - + If you skip Hell's Chicken then go for Automated Factory and The Unloving
 - + If you pick Dregs of the Manor first, best to go for Hell's Chicken.
 - + Dregs of the Manor only appears in Floor 1.



- Only the enemies in Dregs of the Manor deals a lot of dmg to you, so know what you're doing.

2. Floor 2:

- Essential EGO gifts:    
- + Pick the other pack if you already picked  (basically skipping Hell's Chicken pack)



or

/

3. Floor 3:

- Essential EGO gifts: 
- + You should go for another pack if your id doesn't have EVADE, or pray the boss isn't going to be Dongbaek.
- + Heishou Yi Sang is exception as he can remove the negative effect on him.



- If you want to switch pack, WALPURGIS packs are good options.

4. Floor 4: Mostly from this floor, go for packs that have exclusive fusion gifts.

- Essential EGO gifts:    
- + Again, You shouldn't go for The Unchanging if your id doesn't have evade.
- + If your id has weak Poise count and potency, go for  to fuse  with Nebulizer.
- +  is a must-have, at 60 Adv the adversities will decrease your max HP% so why not.
- + They spawn up to Floor 10 so don't be worried if you missed them.



or

or

5. Floor 5: You're freer to pick packs now, but plan out your route.

- Essential EGO gifts: 



(A missed pack) or

or

or (Canto 9 packs)