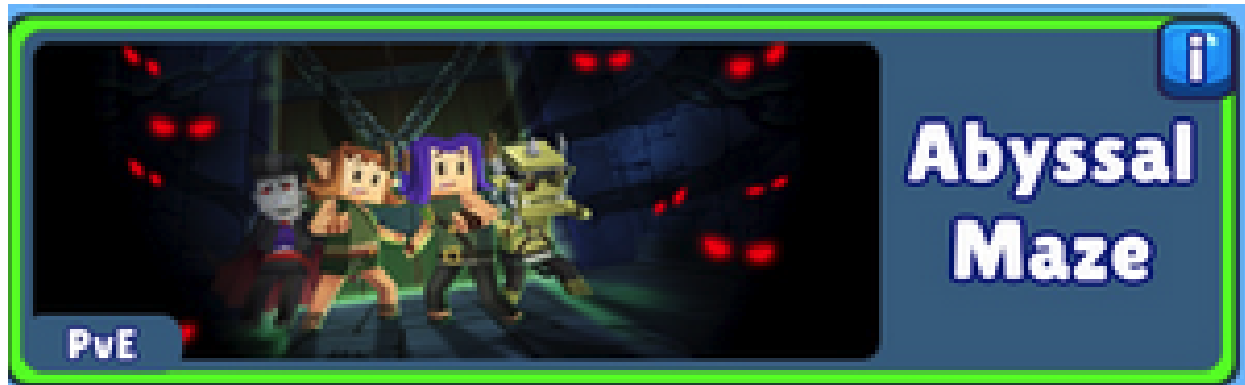


# Darkseid Abyssal Maze Excellence Overview Worksheet

(Looks best on PC or with Google Docs App)



## Intro

So... You want to hear a story, eh? One about treasure hunters? Haha, have I got a story for you! Abyssal Maze... This is our home. But make no mistake - this is not a dungeon of peace and love. They say it's a wasteland, that it's dangerous, that only a fool would search for something of value here. Then perhaps I am a fool. But do not be fooled by what Abyssal Maze appears to be. There was a legend... Many people tell it. The legend of the Mythic. My father would always go on about the Mythic; even with his dying breath. Infinite wealth. Fame. Power. Women. So you can understand why some little kiddos who hear the stories grow up to become Mythic hunters. Well, I have a story you may not believe. But I tell you it is true. The legend of the Mythic is real! And it is here on Abyssal Maze. And a... let's call her a 'guardian angel,' appeared to guide the Mythic hunters to their prize. The tale begins right here on Abyssal Maze, with the brave Mythic hunters, the guardian angel and most importantly, me... (modified from Borderlands)



## Benefits of Abyssal Maze

Abyssal Maze (from here on out referred to as AM) has the best trophy rates, the best maze gem rates, and the best mythic rates (well, daily maze may be better for gems and mythics, but there's no trophies and you're limited on entries, and well, it's not very fun). AM floor 3 (AM3) has about the same mythic chance as regular Maze 20 (RM20), where AM4 and AM5 have better mythic chances. End game players can also farm AM5 as quickly as RM20, which means the overall rates are better. According to Soxses, "as long as 2 people of equal gear score can consistently run AM3, then AM is better than RM."

## Minimum Requirements

The downside of the better trophy, gem, and mythic rates is AM is much more difficult than RM. RM20 can be soloed using low level defensive stones, and low level stones are not going to cut it in AM. A gear score of 6000 allows you access to AM, but if you cannot solo RM20, you are basically leeching in AM. Two 6k's who cannot solo RM20 will not make it to AM5. I would not attempt AM without level 6 stones in your offensive gear (weapon and ring), and level 5 stones in your defensive gear (helm, chest, boots). Having awakened hunters helps too.

## Floor Info

Below are the stats for each floor. You get to select your hunter for the first floor, but after that you and your partner get to choose from 8 hunters. This means the more hunters you have awakened with good perms, the more likely you'll have a useful hunter to select. The boss is much more difficult than in RM. AM1's boss has 10M HP and 1k damage, which is the same as RM13's boss. That sounds easy right? Well, the AM boss is resistant to Burn and Poison,

immune to Disease (Mad Doc and Plague Rat's buff), and your life drain has been reduced to 5% of its normal value. At 50M HP and 2k damage, AM3's boss has the same HP as RM20, and it keeps going up from there. AM2 and AM4 have no heal, except for Druid and Angelica. Add onto this, it's much more difficult to level, as Death Strikes rates have been reduced by 85% or more, some floors have mobs that are immune to a combination of burn, poison, and stun.

	Floor	Boss HP	Boss DMG	Time	Life Drain	Regen	Burn	Stun	Poison	Weakness	Disease	Death Strike	Total Trophies	Trophy Distribution	Gear Gems		Subscription		Drop Rate Increase
																			
BOSS	1	10M	1,000	4:30	5%		30%	X	20%		X	X	200	200	8	20	10	24	X
	2	25M	1,500	4:30	X	X	30%	X	20%		X	X	800	600	60	300	75	374	X
	3	50M	2,000	4:00	5%		30%	X	20%		X	X	1500	700	110	700	137	874	X
	4	75M	2,500	4:00	X	X	30%	X	20%		X	X	2500	1000	130	900	162	1124	YES
	5	100M	3,000	4:00	5%		30%	X	20%		X	X	4000	1500	160	1200	200	1500	YES
MOBS							Burn	Stun	Poison	Weakness	Disease	Death Strike							
	1											15%							
	2								X			16%							
	3						X	X				10%							
	4								X			10%							
	5							X		X	X	5%							

**Stones:**

***Defensive = Helm, Armor, and Boots slots.      Offensive = Weapon and Ring slots***						
	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Defensive	Defensive	Defensive	Defensive	Defensive	Defensive
	Dodge + 3%	Dodge + 4%	Dodge + 5%	Dodge + 6%	Dodge + 8%	Dodge + 10%
	Offensive	Offensive	Offensive	Offensive	Offensive	Offensive
	Burn + 40%	Burn + 60%	Burn + 80%	Burn + 100%	Burn + 150%	Burn + 200%
	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Defensive	Defensive	Defensive	Defensive	Defensive	Defensive
	HP + 90	HP + 120	HP + 150	HP + 180	HP + 210	HP + 250
	Offensive	Offensive	Offensive	Offensive	Offensive	Offensive
	Poison + 30%	Poison + 40%	Poison + 60%	Poison + 80%	Poison + 100%	Poison + 150%
	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Defensive	Defensive	Defensive	Defensive	Defensive	Defensive
	Damage Redux + 2%	Damage Redux + 3%	Damage Redux + 4%	Damage Redux + 5%	Damage Redux + 7%	Damage Redux + 9%
	Offensive	Offensive	Offensive	Offensive	Offensive	Offensive
	Tentacles + 25%	Tentacles + 30%	Tentacles + 35%	Tentacles + 45%	Tentacles + 60%	Tentacles + 75%
	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Defensive	Defensive	Defensive	Defensive	Defensive	Defensive
	More Exp + 10%	More Exp + 12%	More Exp + 15%	More Exp + 20%	More Exp + 25%	More Exp + 30%
	Offensive	Offensive	Offensive	Offensive	Offensive	Offensive
	Drain Life + 2%	Drain Life + 4%	Drain Life + 6%	Drain Life + 8%	Drain Life + 10%	Drain Life + 15%
	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Defensive	Defensive	Defensive	Defensive	Defensive	Defensive
	Stun + 1%	Stun + 2%	Stun + 3%	Stun + 4%	Stun + 5%	Stun + 7%
	Offensive	Offensive	Offensive	Offensive	Offensive	Offensive
	Damage + 15	Damage + 20	Damage + 25	Damage + 30	Damage + 45	Damage + 60
	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Defensive	Defensive	Defensive	Defensive	Defensive	Defensive
	Move Speed + 10%	Move Speed + 12%	Move Speed + 15%	Move Speed + 20%	Move Speed + 25%	Move Speed + 30%
	Offensive	Offensive	Offensive	Offensive	Offensive	Offensive
	Attack Speed + 12%	Attack Speed + 15%	Attack Speed + 20%	Attack Speed + 25%	Attack Speed + 30%	Attack Speed + 35%
**Fusion Cost is PER ONE, and always requires at least three of the SAME previous gem. E.g, three Level 1 red gems are required to fuse a level 2 red gem.**						

#### Fusion Costs

Level 1 → Level 2		
	50	
	25	
	5	5
	5	5
Level 2 → Level 3		
	100	
	75	
	10	10
	10	10
Level 3 → Level 4		
	400	
	250	
	20	20
	20	20
Level 4 → Level 5		
	1,000	
	750	
	50	50
	50	50
Level 5 → Level 6		
	2,000	
	1,500	
	100	100
	100	100

Level	Power Stone	Gold	Maze	Dragon	Kraken	Yeti	Epic
1->2	3 level 1	50	25	5	5	5	5
2->3	3 level 2	100	75	10	10	10	10
3->4	3 level 3	400	250	20	20	20	20
4->5	3 level 4	1,000	750	50	50	50	50
5->6	3 level 5	2,000	1,500	100	100	100	100
	Level 1 Stones	Gold	Maze	Dragon	Kraken	Yeti	Epic
1->2	3	50	25	5	5	5	5
1->3	9	250	150	25	25	25	25
1->4	27	1,150	700	95	95	95	95
1->5	81	4,450	2,850	335	335	335	335
1->6	243	15,350	10,050	1,105	1,105	1,105	1,105
	Level 2 Stones	Gold	Maze	Dragon	Kraken	Yeti	Epic
2->3	3	100	75	10	10	10	10
2->4	9	700	475	50	50	50	50
2->5	27	3,100	2,175	200	200	200	200
2->6	81	11,300	8,025	700	700	700	700
	Level 3 Stones	Gold	Maze	Dragon	Kraken	Yeti	Epic
3->4	3	400	250	20	20	20	20
3->5	9	2,200	1,500	110	110	110	110
3->6	27	8,600	6,000	430	430	430	430
	Level 4 Stones	Gold	Maze	Dragon	Kraken	Yeti	Epic
4->5	3	1,000	750	50	50	50	50
4->6	9	5,000	3,750	250	250	250	250
	Level 5 Stones	Gold	Maze	Dragon	Kraken	Yeti	Epic
5->6	3	2,000	1,500	100	100	100	100

Level 1-3 can drop from maze

## Offensive Gear

You can get away with 1 offensive loadout, but having two or 4 can help tremendously. You can use the same piece of gear in multiple sets, but the stones cannot change on an item. There are a few builds that can work, but here are my recommendations.

### First Set

For 1 loadout use: 2 Tentacle, 2 Poison, 1 Fire, and 1 Life Drain

## End Game Options

For floors 2 and 4, the mobs are immune to poison, so some have started using fire builds. This only works if both people are using fire builds though, so don't try this with randoms. Using 6x fire stones melts mobs and is pretty good with bossing. Another consideration is using 5x fire and 1x tentacle. This second option is slightly better for hunters that hit once or have multishot if you can keep the boss/mob stationary, but is much worse for hunters that hit multiple times like Engineer, Gray Wolf, or Necro. Unless you have two fire builds, I recommend sticking with the first option. Example:



## MrMoogles Recommended Progression

Once you're ready to move onto multiple sets, start with the below loadouts 1 and 2, and continue to 3 when you have the stones, and finally to 4.



Loadout 1 is used in AM1/3/5, which all have healing, and poison works on mobs. Having two life drain stones makes using reflect a lot easier. Since there's no fire, it also helps keep you alive at low hunter levels when fighting mobs. Two tentacles and 2 poisons will allow you to stack fairly quickly on any hunter.

I came up with loadout 2 last in my experimenting. I knew I wanted loadout 3, and this combination worked out well when running with people who don't have full fire sets. You could also use ring 3 instead of ring 2 I would imagine. This is a good stepping stone to a full fire set, and very good on no heal stages.

Loadout 3 is the end game fire build already mentioned. If your partner has a fire build, use this with them on 2/4.

Loadout 4 is a twist on loadout 3 that works better for a couple hunters. I created this build specifically for Torment, as having tentacles helps keep his debuff up. It also works with one hit hunters and hunters with the multi shot skill (not awaken skill) excluding AO.

This only requires 24 level 6 stones, and I have a very high AM5 win rate with these 4 loadouts.



# Speed Running

So, you've been farming AM5 for a while, and found a buddy who's equally as good, and you want to start clearing AM5 as quickly as possible. Welcome to Speed Running/Speed Builds/Speed Tactics.

The first thing I learned when trying to go faster is it takes more skill and more concentration. We're moving away from 81% DR builds for some loadouts, so there's going to be some loadouts where mobs hit hard. Which means you have to worry about every mob hit again. We're dropping to 54% or less, which is a 2.2x eHP multiplier, vs the 5.3x from 81%, and the 10x from 90%. The upside is you're going to move faster and therefore level faster. The first couple levels can be rough though. Mythic sets help tremendously as you kill much quicker compared to Legendary or below.

I have plans for changes, but here is what I am currently running:



As we're relying on equally strong players, there's no point having the mixed set that is in loadout 2 from the previous section. We need every loadout slot we have access to. This limits who I can play with. I don't join random games often anymore.

Now Loadout 1 and 2 will be used in AM1/3/5. Loadout 1 will be used with tank hunters, reflect hunters, and high dps melee hunters. Loadout 2 is used for leveling hunters and stacking hunters. Loadout 2 will fly around grabbing all/most of the mobs and then kill them.

- In AM1, one person generally uses Loadout 1 with Engineer, and the other uses Loadout 2 with Plague Doctor. Engineer goes straight to the boss, gets about 1500 stacks, and then reflects. Plague Doctor gains as many levels as possible in the meantime.
- In AM3 usually the leveler will kill the mobs once or twice before going to the boss. If the hunter selection is poor you might need to gain a few more levels after that. If you get Turtle, he usually just goes straight to the boss.
- In AM5 usually the leveler will kill the mobs two or three times before going to the boss. If the hunter selection is poor you might need to gain a few more levels after that. If you get Turtle, he usually just goes straight to the boss.

Loadouts 3, 4, and 5 will be used in AM2/4. The similar logic will be used as above and in the previous section. I found having a speed build on 6 Fire is better than the 5/1 build, as many that benefit from 5/1 are melee hunters.

- In AM2/4 the logic is pretty similar, it just takes a little more for AM4. It takes 2-3 mob clears for most hunter combos, but Mummy and Turtle need less. Mummy's aura is extremely powerful with fire.

## Possible Changes

If I had infinite resources, I'd swap out the six DR stones in Loadout 5 for HP Stones, as that would give more eHP. I wouldn't do the same in Loadout 2, as DR means you need to heal less to get back to full HP.

Some others such as Sonic/Bifrost replace 3 DR stones with 3 EXP stones. I'm interested in trying this, but again, I'd swap into HP stones for both Loadout 2 and 5 to raise the eHP. This would lower your eHP even more compared to the above loadouts, so you'll have to be even more careful.

And obviously I'm looking for a new Mythic weapon for my fire sets, as this will help tremendously at leveling.

## Cespie's 4 loadouts

This really is about how you go about making loadouts. If a new mode comes out or they change Abyssal, then this is good information.

For 4 loadouts (based on Cespie's information): You're going to need duplicates of rings and/or weapons. If you have 4 (good) rings, or 4 (good) weapons, that's the easiest case. If you're using 4 rings, and 1 weapon, use 2 Tentacles and 1 Poison on the weapon. Then have a Hybrid build ring: Damage, Fire, Life Drain; a No Heal build ring: Damage, Poison, Fire; a No Fire build ring: Damage, Poison, Life Drain; and a tank build ring: 3 life drains. Note, on level 3, the mobs are fire immune and there is life drain, so there doesn't need to be multiple combinations of no fire builds. If you have 4 weapons instead of rings, swap weapons and rings above. Floor 1 uses Hybrid, Floor 2 uses No Heal, Floor 3 uses No Fire or Tank, Floor 4 uses no Heal, and Floor 5 can use Hybrid or Tank.

If you don't have 4 (good) weapons or rings, You can get 4 builds using 2 rings and 2 weapons, but won't have the tank build:

R2 W1 + R1 W1 + R1 W2

R1	R2	W1	W2	
T	T	T	T	
D	D	P	P	
P	L	F	L	L+

R2 W1 + R1 W1 + R1 W2

R1	R2	W1	W2	
T	T	D	D	
T	T	P	P	
P	L	F	L	L+

R2 W1 + R1 W2 + R2 W2

R1	R2	W1	W2	
T	T	T	T	
D	D	P	P	
F	L	F	P	F+

R2 W1 + R1 W2 + R2 W2

R1	R2	W1	W2	
T	T	D	D	
T	T	P	P	
F	L	F	P	F+

R2 W1 + R2 W2 + R1 W1

R1	R2	W1	W2	
T	T	T	T	
D	D	P	P	
P	F	L	P	P+

R2 W1 + R2 W2 + R1 W1

R1	R2	W1	W2	
T	T	D	D	
T	T	P	P	
P	F	L	P	P+

## Offensive Stone Math

The math behind how beneficial offensive stones is complicated. Below is an image with some simplified information. There is also this [calculator](#) and PapaKicks [calculator](#) if you want to dig into the nitty gritty.

# AM STACKS

BY RREILT

Due to fact that fire stack deals 0.2 of base dmg or reflect and poison deals only 0.1 and that poison dmg in AM is reduced by 80% when fire is only reduced by 70%, we have :

1 fire stack = 3 poison stack (AM)

So if you see 333 fire stacks, it means same damage as 1000 poison stacks.

1 gives +0.75 x 3 hits (for each attack + each multishot)  
= 3.25/1.00 => x 3.25 x 1.75

2 gives +1.50 x 3 hits ..... = 6.5/3.25 => x 1.69 x 1.43

3 gives +2.25 x 3 hits ..... = 7.75/5.5 => x 1.41 x 1.3

4 gives +3.00 x 3 hits ..... = 7.75/5.5 => x 1.33

! some hunters have base hits > 1, like Void summoning tornadoes, when tornado appears, it will hit multiple times but it will still count as 1 attack overall as the attack only appears one time. So tentacles are not the best choice for hunters like Phantom or Engineer.  
! Necromancer and Angel One can make tentacles last longer with their ability, tentacles with their allows to summon additional thunder ! So tentacles are really good choice for them.

These numbers works only for x2.0 fights average (in quick fights, all tentacles won't have time to hit)

Stack power = number of stacks per hits x damage from stack (0.2 for poison / 0.2 for fire) x average hits/s x (count 1 for first second, then 2, then 3... last to 30's mobs said boss resistance in AM (poison x 0.2 / fire x 0.1))

Other player can then reflect / last hit

5 gives +1.25 x 0.2 x 36 x (1 + 2 + ... + 30) x 0.3  
=> 1255 stack power  
(with 1 tentacle hitting once -> x (1 + 0.75 \* 1))  
=> 2197 stack power

6 gives +3.5 x 0.2 x 36 x (1 + 2 + ... + 30) x 0.3  
=> 3515 stack power

5 a 6 give 100 % chance each hit will explode  
: instant damage x 2.2 in AM (killing mobs helper)

1 gives +1.5 x 0.1 x 36 x (1 + 2 + ... + 30) x 0.2  
=> 502 stack power

2 gives +3 x 0.1 x 36 x (1 + 2 + ... + 30) x 0.2  
=> 1004 stack power (x2.0)

3 ..... => 1506 stack power (x 1.5)

4 ..... => 2008 stack power (x 1.33)

Ex : - 3g2b = 1506 x 3.25 x 1.69 = 8271 stack power (when boss doesn't move)  
- 3g2b = 1506 x 1.75 x 1.43 = 3769 stack power (when boss moves)

AM stacking average stats :

hit 15  
36 hits/s  
30s

Fire dmg reduced by 70%

Poison dmg reduced by 80%

## Defensive Gear

With the introduction of Mutant Turtle, damage reflect does not take damage reduction (DR) into account. This has made DR builds king. DR caps out at 90%. If you have nine level 5 DR stones that gets you 63% DR. This means mobs only do 37% damage to you. If you're on one of the hunters that has DR perks, the perm puts you at 73%, which means you only need 2 DR perks to cap out (10% damage done). If you have eight level 5 DR stones and a level 3 DR stone, that'll put you at 60%, and again, only need to find 2 DR perks to cap out. Nine level 6 DR stones get 81%, so a DR hunter will be at max at the start of the fight.

While nine HP stones can have a higher effective HP (eHP) on hunters without DR (if they're not level 6 stones), DR is still better in many cases, because it is much easier to heal to max HP when your HP is lower.

Early on, you can manage without nine DR stones, just use movement speed and experience stones instead. You'll probably want a minimum of say 49% DR, which is seven level 5 stones. Don't worry about level 6 DR stones until you get enough level 5 stones.

TLDR: Go Blue!

# Tactics

First of all, watch PapaKicks's guide to Poison, Fire, and Tentacles:

[https://youtu.be/qwZ\\_uePwv-s](https://youtu.be/qwZ_uePwv-s)

All the tactics here are based on understanding these game mechanics. Damage reflect is extremely important to understand. It makes a team of Spider Queen and Ape go from garbage to being able to handle AM5, although still not ideal.

## Boss Mechanics

The boss mechanics are pretty simple. He aims at the closest hunter, and does a melee attack. He can aim through walls, which makes some tactics useful in RM not useful here. There's a small amount of healing, but it is not very noticeable, no major healing skills.

If you are the only hunter being attacked, each attack does more damage, stacking up to 10x base damage per hit. This is great for reflect, because you will reflect that damage, but not great for pure tanks. If a second hunter is hit, the damage is reset back to base. If someone is tanking and the other is DPS, it's useful for the DPS to get hit now and then to reset this damage. In some cases, like with ripper, it's easiest for both of you to just get hit and keep resetting the damage, where you can both easily heal from it.

## Reflect/Damage Swap

As mentioned in PapaKicks's guide there is a tactic where one person builds stacks, and the other person comes in late and uses those stacks with their higher damage to kill the boss, and we rely on this for most fights. To build a lot of stacks you need hunters that hit many times per attack. Ancient One, Spider Queen, Gentleman, Gray Wolf, Thor if you're lucky with perks, Axe Master, Pirate, and Bunny if you're lucky with perks are good examples of hunters useful for stacking. Hunters like Phantom and Plague Doctor can build stacks too, but usually rely on a tank or slow to keep the boss stationary. High damage hunters include anyone with reflect, Samurai, Anubis, Trickster, Raging Orc, and Mummy. And then there are hunters that do both, like Engineer and King. If the person with reflect starts running around, or they say Thanks!, then the stacks are ready and they want to take over.

The poison tick is based on the last hit, including tentacle hits. So if you want to reflect, it can be useful to pull the boss away from the tentacles so they don't cause the last hit. This is particularly important on AM5, because the poison tick heals you. If you are getting hit, but the poison tick isn't using your damage, you won't be healing much, where it's a full heal if it does.

Don't pair a high damage hunter with a hunter who summons minions, because it is difficult to swap over to the damage hunter. If you don't have any other stacking hunters available, then just avoid taking perks which increase the duration of your minions/ghosts.

## Poison/Fire Stacking

While it may be one person's job to stack poison, it's both of your jobs to keep the stacks. This is particularly important on AM2/4 where there's no healing. If the stacker dies, the other person needs to keep the stacks going. Poison only lasts 4 seconds, so stay close, and make sure you or your tentacle attacks every 4s. Base tentacles last about 2.5s, so you'll have 6.5s to get to the boss and hit it. This also means as someone not building stacks, that you'll need to hit the boss every 4-5s while the stacker respawns.

## Slow and Steady Wins the Race

Slow/freeze was never something I worried about in RM, but it's insanely good in AM. Phantom has insanely high dps, but the ghosts are slower than the boss. So Phantom alone is pretty bad. Phantom and slow on the other hand is insanely good. This also works with other hunters that have high stacking capability. The ideal setup is (image below) at the lava area, lure the boss to the short side, have the dps on the far side, and have the slow hunter jump across the lava to lure the boss towards them. This keeps the dps attacks and tentacles hitting the boss at all times.



For this reason, Protector, Frost Queen, Snowman, Skull Master (with ice orbs) and Necro are all very good. Scarecrow doesn't seem to work as well, and really has troubles if he tries to lure and freeze at the same time.

## Teaming Up on Mobs

If both of you have low range, it's very useful to team up on the first couple mobs until you get a couple levels. Void Knight is a great mobber, but until he gets frequent vortex, he's pretty slow. Likewise Samurai and Trickster are very slow at the start.

## Mob Kiting

If one of you has a good aoe attack, even if your job isn't killing mobs, early on it's helpful to pull mobs together for the mob killer to kill them. For example, if you're Mutant Turtle and they're Protector, it's good for Mutant Turtle to go aggro mobs and pull for Protector. This can be a bit complicated. In the ideal world, the starting location looks like a T, and one goes left, one goes right, and you meet at the bottom and run back to the spawn, with all the mobs following you. This can be tricky, as you're not the same speed and may have different distances to pull, as the map is not usually symmetric. If the timing gets messed up, just pull the mobs through the spawn and into the next section and kill them there.

If the other hunter is Plague Doctor, he usually just runs through the whole map, so grab some mobs and then run to PD.

## How to Carry

Choose hunters for the support. Communicate what they need to do if there's something tricky about the hunter combination. You're going to need to know which hunter combinations are best, realizing the carried person might not have awakens or DR gear.

## How to Support/Get Carried.

First of all, don't just read this section. You'll need to know all the tactics so you can best support the person carrying you.

Inform the person carrying you about your gear, primarily your DR and if your offensive stones are lacking in any way. If the person carrying doesn't have a "carry/reflect" hunter, you may have to beat the boss. Even the best player cannot carry you with horrible hunter options. The better you are the more likely you will complete AM.

Tell the person carrying what awakens you have. Wait for the person carrying to tell you which hunter to pick. Everyone has their own playing style and favorite combinations. Follow this rule at least until you get to know each other.

Don't just pick a hunter just because you're told to do so if the hunter is not awakened or is low leveled. Some hunters don't perform well without awakening or with certain perks so let your partner know.

Be aware of your power and capability. Speedrunners have different tactics than newer players. For example don't just lure the whole map with Void just because that's what end game players do. It's fine to take things slow if you can't kill groups of mobs.

If the person carrying says Help!, they want you to start stacking the boss. A good rule of thumb is to start stacking the boss with 2 minutes left.

If the person carrying says Thanks! or starts running in circles around the boss, it means they're ready to reflect, so stop attacking the boss. Stay close in case they die, so you can keep the stacks. Due to desync issues, it might appear to you that stacks have been dropped. If they don't say Help!, don't try to build stacks, as it hasn't been dropped server side.

If you have questions, it's best to ask at the hunter selection menu.

## Hunter Info

### Hunter Selection

Because the hunter options you get each floor are random, what hunter you choose is complicated. You don't want to pick the best hunter early, because that will leave you with a less chance of getting a great hunter in AM4/5 when you need them. You don't need to save hunters once you've reached AM4, as it is harder (because of the no heal) than AM5. That said, if you and your partner have no options but an S tier hunter on AM2, go ahead and use it. You also need to choose synergy with your opponent's hunter.

Be sure to communicate at hunter selection. You can end your run early if you both assume the other player is going to choose something they don't choose.



Below is the ideal place to use each hunter. The categories are **Carry**, **Good Duo**, **Mediocre**, **Bad Choice**, and **Best Saved for Later**.

### AM1



AM1 is super easy. The most important part is to not overkill it, using an important hunter. Plague Doctor is a common pick, but picking a 3rd rate reflector can be faster. This is the best place to use Efreet as he can both level fast and reflect the boss with ease, making him a fast and easy solo carry that you will not miss much later. Avoid picking a leveling support here in randoms.

### AM2



AM2 is quite trivial, and much like AM1, the main goal is to not overdo the pick. The AM2 boss has relatively low health and damage, which makes traditional dps and support combos very effective. The key to AM2 is to make a good duo. Support + carry, solocarry + leveler, and stacker + hitter are common combinations. Druid and rage orc are very optimal picks here, as they struggle a bit more on AM4. Samurai may also be picked, as bad RNG luck is less punishing here.

### AM3



AM3's fire immunity makes a lot of leveling picks bad. On the flipside, the fact that it is a healing stage with a relatively weak boss, makes it a super optimal place to use a 2nd rate reflector or Anubis. This is the most optimal place to use Mad Doc as well as the only stage that Plague Rat performs well on, both as levelers. This is also the stage where Plague doctor shines the brightest, despite him being good on all stages. Slow supports are best saved for later, but all of them happen to level well here too. Do not pick Necromancer on this stage. Arachna can be an emergency combo enabler with dmg reduction webs

### AM4



Exactly like AM2, but actually hard. Due to how much easier it is to reflect on AM5, AM4 can arguably be trickier to beat. Do not conserve picks on AM4, the only reason 3 are in "save", is that they perform poorly here, but well on AM5.

This is the stage that Necromancer was born to play. He acts as both a support, dps, and can potentially solo the stage with a little luck. Phantom and slow combos also work wonders here. Likewise, AO with a slower or tank can work.

Mummy is generally speaking the strongest pick here and works well with either a stacker, weakness, or Frozen queen for her long lasting slows combined with run kiting. Turtle can solo the whole stage if you have high DR gear, but needs a good partner if you don't. Torment and Ripper are some of the best support picks, Void struggles a bit to maintain HP but is powerful, and Samurai can solo the stage with decent perks, but it can be risky if you don't sport high DR or have Torment, Ripper, or Void Knight to support.

You can do reflect combos or Trickster here if dps options are bad, and Druid is generally your best option due to his heal, but make sure that your partner is up to the task as this requires good teamwork.

Regular dps combos like any combination of slow, stacker and hitter do work, but some combinations are vastly inferior to others.

### AM5



## Awaken Priority

Awakening a hunter not only adds the awaken perk, but also allows you to remove unwanted perks. Even with the worst awaken perk, you can expect a 1.5x buff in dps due to excluding perks, and some way more than that. One example is Skull Master. While his awaken perk is weak, he has 12 (?) perks, which allows him to remove 5. I'd expect awakening him gives on average 2-3x dps. Then hunters like AO get a 2x just from the perk, and an additional 1.5x for excluding perks, which gets you to 3x dps. (These are ballpark and not exact). For DR hunters, early with say 50% DR, an awaken will nearly guarantee you get to 90% DR.



## Hunter Details

### DR+Reflect Hunters

These are your god tier hunters, they can solo any AM with the right build. They include: Mutant Turtle (not a true DR, but better), Engineer, King, Life Stealer, and Druid.

There's also Barbarian and Dragon Knight, who aren't quite as good, because of their slow stacking ability and short rage, but still great. They just require help with stacks. They can help with leveling, but not much, especially in no healing maps.

## Other Reflect Hunters

Ape Lord and Efrete also have reflect. Ape lord is pretty bad, and is only useful for finishing a boss. He is reliant on the other for levels and stacking. Efrete is better, as he can level, but doesn't have DR like the others. This caps their DR at your gear DR, which caps at 81%. Getting to 90% cuts the damage in half, so it's a pretty big loss compared to the DR+Reflect hunters.

## Stacking Hunters

Ancient One, Spider Queen, Gentleman, Gray Wolf, Thor if you're lucky with perks, Axe Master, Pirate, and Bunny are all good stacking hunters. Hunters like Phantom and Plague Doctor can build stacks too, but usually rely on a tank or slow to keep the boss stationary. All these hunters are also great at leveling, so they're useful with nearly every other hunter.

## High Damage Hunters

High damage hunters include anyone with reflect, Samurai, Anubis, Trickster, Raging Orc (AM2/4), Ninja, and Mummy. These are great hunters to use with stacking hunters. Don't pair them with Phantom or Necro if possible as their summons will make getting the poison tick difficult. Mummy can pull the boss away from Phantom's ghosts, as the ghosts are slow enough they won't hit a moving boss.

## Damage Support Hunters

These are the weakness hunters and Torment. They include Torment, Ripper, Protector, and Void Knight. They're great when used with stacking hunters, as they allow them to do insane damage, while taking less.

## Leveling Support Hunters

For newer people to AM and lower DR, some hunters like Mummy and Mutant Turtle can do great boss damage, but have trouble leveling. If you can just get Mummy to level 10 and get 1k stacks on the boss, Mummy can finish it off, but it's not going to do either of those alone. Stacking hunters can do this, but here are hunters you should look for when you aren't given stacking hunters. Zeus, Plague Doctor, Mad Doctor, Bunny, Boom Boom, Beetle, Skull Master, Protector, Frost Queen, Snowman, and Mech can get the job done.

## Tank Hunters

While the DR+Reflect hunters can tank, that's not their main job. Damage Support hunters lower damage, which can make them tanks too. Arachna, Beetle, Axe Master, Pirate, Raging Orc (healing maps), and Druid are designed to take damage.

## Slow Hunters

Skull Master, Protector, Frost Queen, and Snowman all slow the boss, making stacking much easier. They're all also good at leveling.

## Honorable Mentions

Necro is awesome. Awakened, he has death strike, which helps tremendously in building up your summon horde. With three improved summons (one perm and two perks), he slows the boss. His summons can also stack well, and with improved summons they do increased damage. He can solo AM1-3, and if lucky even AM4.

Arachna + Spider Queen combo. Want to melt any boss? This is a great combo. SQ levels very quickly. Arachna with two slippery webs reduces boss damage by 88% if awakened.

Speaking of Arachna, want to see how little damage the boss can do? Combine Arachna with Void Knight or Ripper. Webs, weakness, and DR all multiply, so try not to laugh when you get tickled by the AM5 boss. It can be a bit tricky to start, but once started you're set. This works on no heal maps too, if set up properly, the boss dies before you do. AM4 boss will be doing 1's with the right perks.

## Code Words

Thanks! - You've built enough poison stacks, please stop and let me kill the boss

Help! - Please start building stacks for me.

Run circles around the boss - I'm trying to reflect, stop hitting the boss.