



Dusky Island Unshackled Final Boss Guide

Major Mechanlism

Malefic Energy Gauge



This boss will have different sets of attack patterns triggered depending on the malefic energy gauge. The gauge has 4 stages. The gauge will drop gradually when you are fighting the boss, and whenever 25% is gone, it will trigger a special set of attack patterns, which will be shown in the later sections.



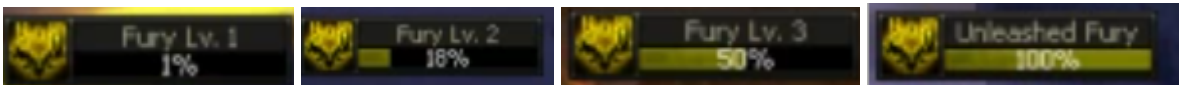
When you are in special attack patterns, the gauge will stop dropping and the empty part will be shown as purple



When you finish special attack patterns, the empty part will come back black and the gauge will resume dropping.

Note that the lower the gauge, the higher damage you can deal to Largo. Largo will receive extra damage according to the remaining gauge amount.

Fury Gauge



Largo will have a fury gauge. This indicates the amount of damage its attack will deal. As time passes, the gauge will be filled, and the damage from Largo will be increased.

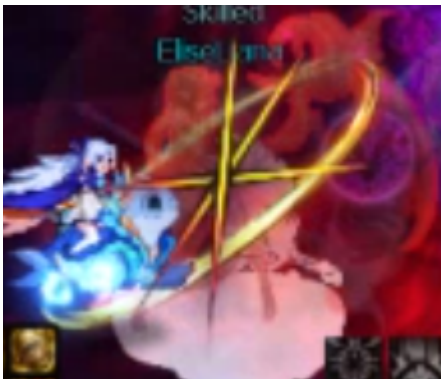
Wounds



Whenever you are hit by Largo, you will receive one stack of wounds. 6 stacks of wounds instantly kill you. The stacks will be reset when a special attack phase is completed.

Note: Hit by Largo will also heal himself by about 1% of his hp.

Orbits



When hit by Largo in any special attack phase, you will additionally receive a stack of orbit. 3 stacks of orbit will **fail** the special attack phase, heal Largo for **30% hp** (In multiplayer, 10% for each player that has 3 stacks), and the player will receive enormous damage (which could lead to wipe).

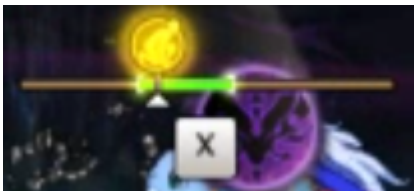
Mist Gauge



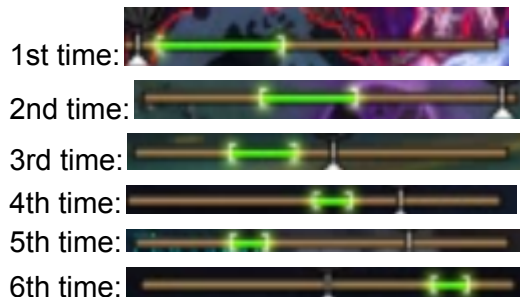
Whenever you stand in the purple water (let's call it river, or sea, malefic sea), the player's mist gauge will increase. Once it reaches the maximum, a special mechanism will occur (Lets call it QTE)



When the “Adventurer, be careful!” gauge is filled, you will need to press “X” at the right time, so that it fits into the green area of the gauge:



If you fail, Largo will unleash an instant kill attack called Cut and could wipe you if you are not in iframe. The green area will be smaller and smaller according to the number of times you fill your mist gauge:



Successful QTE will result in Largo's mist power gauge to be restored to the previous stage (aka, +25%)

Whenever you start the QTE, your hp and mp will be reduced a certain amount, greatly reduced after the 5th time. The hp reduction does not count abnormal status conversion. It is an instant deduction. Make sure you use consumables to heal your hp to maximum from the 4th time you do this mechanism.

Note1: We have experienced that you can do this at most 7 times, as the 8th will always wipe.

Note2: You can use Backstep Upgrade  to forcefully break from the QTE to cast your iframe or to deal more damage (if you succeed the QTE)

Example:



Special Attack Patterns

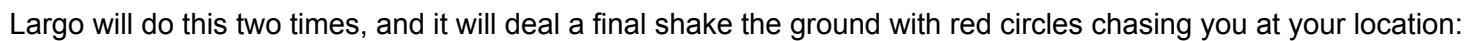
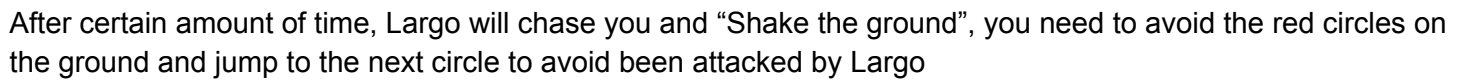
75% and 50% Special attack Patterns

Largo will choose 2 out of the below 4 patterns to attack you randomly.

Clock



You always **move to the left circle of the two circles**:





You can either use iframe or guide them to the edge and come back to largo to avoid being hit.

Double Chase

Largo will create an image of himself (with white color), and both of them start chasing you:
 Largo himself will always move towards you. Image will move horizontally.



Once Largo stops spinning, he will invoke an explosion with a safe area under his feet. You need to move near him to avoid the attack.



Multi Cut

Largo swings his sword, cuts half of the screen on his side and creates two images that track and swing the sword at you.



He then casts the Reverse Causation, let the image do a multi circle full moon swing, and cut half of the screen.



The two images then chase you and do a full moon swing with the only safe area exactly at your location at the time of the swing. (Just don't move xD)



Then he initiates a QTE and tries to cut to instantly kill you. Either success the QTE, or if you fail, cast iframe or hide behind the safe area to avoid the cut



Eyes of Destrust

Largo throws a sword on the ground and casts Eyes of Distrust 3 times, while randomly explodes the ground. Explosions have a 2 seconds delay. You need to face away from Largo when he finishes his Eyes of Distrust casting.



25% Special attack Pattern - Pizza

Largo starts with 2 side by side half screen cut



Then a triangle cut



Then two double X cuts. One happening in the middle of the screen, one happening on one side of the screen.



Once it happens to a side of the screen, **you need to prepare to move to that side**. Once the edge cut is completed, you need to instantly move to the safe area, as Largo will follow you and do 4 cuts while leaving marks that follow your location. Marks have a 2 seconds delay.



It will then do a half screen cut, and then use that as a base, to do a clockwise or counterclockwise pizza half screen cut:



Do not chase pizza, let the pizza chase you and you follow it right away.

0% Special attack pattern - Double Sword

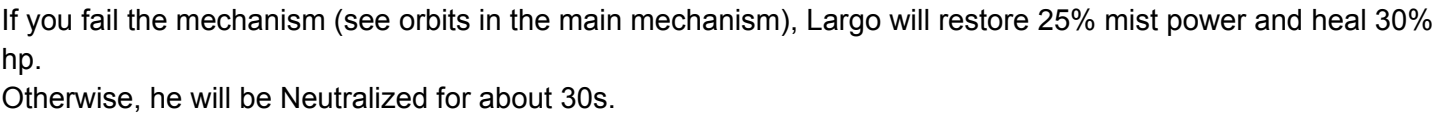
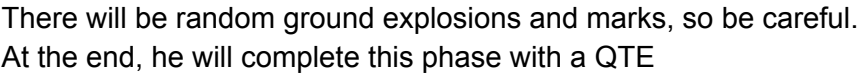
Largo will throw three swords at the ground, causing a shockwave. Jump to avoid being hit.



Then he grabs the sword in the middle, and casts causal sequence randomly on a sword. He will then do a shallow cut and throw marks on the screen. Once the marks disappear, he explodes the ground with a safe area in the enlarged circle of the sword.

Jump or backstep into the circle immediately once the shallow cut is gone to avoid being hit!





When you finish the Double Sword phase, Largo will be neutralized, and have his mist power restored slowly.

Additionally, he will perform a QTE once the “Adventure, be careful” gauge is filled



Once you finish the neutralized phase ONCE, **Largo will be enhanced and every few seconds he will summon an image to do a black mark. Being hit by black mark will instantly wipe you!** You can fill your mist gauge and forcefully restore his malefic power gauge to delay the encounter of the double sword phase.

Normal attack patterns

Starting Pattern - Fullmoon cut

Largo does a full moon cut and then does a half screen cut.
Finding a safe area is sufficient for this pattern.



Reverse Causation (Reverse Cause and Effect)

Largo casts Reverse Causation, creates a big circle centered at your location, and then shrinks the circle. Images are then summoned and leave delayed marks at you. The circle and its inside will then explode. **Jump out of the circle once it shrinks.**



Ground explosion (There's Nowhere to Run)

Largo fills ground with power and explodes the ground. **Either go into the sea or find a small safe area to avoid being hit.**



Pizza Marks (There is Nothing in the End of Hope)

Largo summons images and leaves delayed marks on screen. Once the marks are gone, he explodes the ground with a safe area right under his feet.

Wait for the marks to be gone and then quickly move to Largo to avoid being hit.



Causal Sequence (Spring of Causality)

Largo casts Causal Sequence, Slap on the ground and create a small circle. The circle is expanded afterwards. He then summons images to leave delayed marks at you. Once marks are gone, he explodes the ground outside the circle.

Move nonstop until he slaps the ground, then jump or backstep into the circle. Better stay at edge. After marks disappear, move to a safe area and dps him.



Double Cut (Whatever you do, the result is the same)

Largo cuts the screen twice, and summons images to do small full moon swings.

Leave the yellow area and avoid the red circles.



Charged Attack (Let me enjoy it slowly)

Largo cuts half the screen, and does a charged chop.

Wait until the cut is completed, then move to largo.



Horizontal and Vertical chop (Meaningless Resistance)

Largo summons an image. Largo does a horizontal charged chop, the image does a vertical charged chop.

Wait in the sea once the vertical chop is completed, then come back to largo.



Jump attack (You won't be able to avoid it)

Largo leaves an image at his location and moves. Then both do a charged chop. **Move to Largo quickly, or wait on the edge to avoid the attack.**



Shallow Cut (Hard and dirty)

Largo leaves delayed marks two times, and cuts the screen with a small safe area. **Wait in the yellow area and avoid the marks, then go to the safe area.**



Laser attacks (There is No Place to Escape)

Largo summons 6 circles that shoot lasers at the player, and then do small half moon swings at random locations. Guide the laser to a good location and avoid the red circles on the ground.



Chase (Try Resisting More Fiercely)

Largo chases player and does half moon swings at random locations. Once spin ends, he explodes the ground with a safe area under his feet.

Use the sea to move to the other side safely. Once spin ends, move towards him.



Sword Throwing (No need to look for lies)

Largo summons images that fill the ground with energy at the player's location. He then explodes the ground and throws his sword. The sword then creates a shockwave with a safe area under the sword.

Guide the images. Place the sword in the sea and move away to avoid the wave.



Full screen horizontal chop (Traffic, Scream, Hurt)

Largo summons 4 images which do horizontal chops one by one. I will then do a full screen delayed mark with a safe area.

Wait the closest one to finish his chop and move to its location to avoid the attack. Or just take the hit and stay where you are. Then find the safe area and move to the safe area.



Multiple Full Moon Swing (I'll tear it up)

Largo jumps to the sea, does a full moon swing, leaving an image at the original location. The image then does a followup full moon swing.

Avoid the red zone.



Track and Screen Cut (Everything becomes me and I become everything)

Largo summons 6 images that leave marks at the player, while jumping to the otherside of the screen. Once the marks are gone, he cuts the screen two times, leaving a safe zone near him.

Guide the marks far away from Largo, once you see the cuts, get back to Largo.



Full Screen Swords Throwing (There is Nothing at the End of Hope)

Largo throws swords randomly across the screen.

Avoid the red zone



In the End

We have tested:

**If you have 6B dmg on 40s bakal sandbag session (w/o event buff); OR
If you can pass the unshackled first boss, you can clear it!**

Have fun and do not give up! :)

**Have any questions? Send me a message. My IGN is EliseLiana @Cain
Or contact me through discord: @kroulis**

Character Related

At the time of clear, I'm doing 6.8B w/o event buff on 40s bakal session with counterattack on, and cleared Largo in 9 minutes, with 6 rounds of mist gauge (sea) filling.



Reference Clear Video From 03/30 (Second week):

📺 SecondWeekClear.mp4