

Jupiter's Guardian

Supergravity 0.05%














Superaltitude 25%



Guide by Marine (r/azure-flute)

Damage & Hazard Cheatsheet












- **F4:** 3,905,000 damage
- **F5:** **6,800,000 damage (once)**
400,000 damage (no leader skill shield!)
(if F4 Super Resolve not skipped)
- **F8:** 5,304,000 damage
- **F10:** 5,410,000 damage
- **F11:** 5,500,000 damage
- **F12:** **10,200,000 damage (once)**
6,000,000 damage (consistently)

- **F1:**  skyfall
- **F3:**  or none
- **F4:** 
- **F5:**  or none
- **F8:**   or none
- **F11:**  skyfall
- **F12:**    

(You can CTRL+F "Floor #" to jump to a specific floor.)
















Please note that everything in this dungeon executes at 1% or lower HP,
and spawns *besides* the boss will execute after 7 turns elapsed on their floor.

Sophie can randomly invade on floors 3 and 6.

Invade: Sophie			Movesets
 HP: 330 Billion Def: 1.5 Billion  HP: 450 Billion Def: 0	 	<i>Preemptive</i>  7 turns All teammates' damage cap  set to 2.5 billion for 5 turns 25% ATK  for subs for 5 turns 4,000,000 damage	<ul style="list-style-type: none">- Change self attribute to Wood or Dark; 3,960,000 damage- Change self attribute to Wood or Dark; 4,000,000 damage
		<i>50% or less, once</i> Absorb   for 1 turn	
		<i>When part is destroyed</i> Void  1 billion+ damage for 5 turns 1.5x ATK  for 999 turns	

Floor 1: Gustin & Friends			Movesets
 <p>HP: 75 Billion Def: 1 Billion</p>		<i>Preemptive</i> 35,000 damage 5x4 board  for 3 turns	- 1,750,000 damage
		<i>If 2+ allies killed</i> 10x ATK  for 999 turns	
 <p>HP: 80 Billion Def: 500 Million</p>	 	<i>Preemptive</i>  999 turns Turn count is 4.	- 5,000,000 damage
 <p>HP: 75 Billion Def: 1 Billion</p>		<i>Preemptive</i>  skyfall (15%) for 10 turns 35,000 damage Delay all skills  by 4 turns	- 1,750,000 damage
		<i>If 2+ allies killed</i> 10x ATK  for 999 turns	

Floor 2: Gears			Movesets
 <p>HP: 85 Billion Def: 1 Billion</p>		<i>Preemptive</i> 25% team ATK  for 3 turns	- 1,250,000 damage
		<i>If 2+ allies killed</i> 10x ATK  for 999 turns	
 <p>HP: 85 Billion Def: 1 Billion</p>		<i>Preemptive</i> Awoken bind  for 3 turns	- 1,250,000 damage
		<i>If 2+ allies killed</i> 10x ATK  for 999 turns	
 <p>HP: 85 Billion Def: 1 Billion</p>		<i>Preemptive</i> 50% orb movetime  for 3 turns	- 1,250,000 damage
		<i>If 2+ allies killed</i> 10x ATK  for 999 turns	
 <p>HP: 90 Billion Def: 2 Billion</p> <p>== OR ==</p>  <p>HP: 90 Billion Def: 2 Billion</p>		Turn count is 4.	- 5,000,000 damage
		Turn count is 4.	- 5,000,000 damage

Floor 3: Meridionalis & Eschamali			Movesets
<div> HP: 80 Billion Def: 1 Billion</div> <div>== OR ==</div> <div> HP: 80 Billion Def: 1 Billion</div>	<div>  </div>	<div>Preemptive</div> <div> 7 turns</div> <div>Bind all teammates  for 5 turns</div> <div>Void  1 billion+ damage for 7 turns</div>	<div>- Locked  skyfall (100%) for 1 turn; refresh all orbs; 3,700,000 damage</div> <div>- Change self attribute to Water or Wood; 3,700,000 damage</div>
		<div>First turn, once</div> <div>Locked  skyfall (100%) for 1 turn</div> <div>Refresh all orbs</div> <div>3,700,000 damage</div>	
	<div>  </div>	<div>Preemptive</div> <div> 7 turns</div> <div>Bind skills  for 1 turn</div> <div>Absorb 10 combos or less  for 7 turns</div>	<div>- Change self attribute to Fire or Dark; 3,774,000 damage</div> <div>- -2 combos  for 1 turn; 3,700,000 damage</div>
		<div>First turn, once</div> <div>Change self attribute to Fire or Dark</div> <div>3,774,000 damage</div>	

Floor 4: Zeus-Dios			Movesets
 HP: 90 Billion Def: 1 Billion	 	<i>Preemptive</i>  7 turns Absorb  1 billion+ damage for 7 turns Create 15  & 15  at random 3,905,000 damage	- Change self attribute to Wood or Dark; haste all subs' skills  by 1 turn; 3,960,000 damage
		<i>Super Resolve ~ 18,000,000</i> Delay all skills  by 4 turns Self-destruct	- Change self attribute to Wood or Dark; delay all subs' skills  by 1 turn; 4,000,000 damage

Floor 5: Flamie, Bubblic & Woodsie

Movesets



HP: 170 Billion
Def: 1 Billion





Preemptive




Absorb    for 1 turn
400,000 damage
1.7x ATK  for 1 turn

















































First turn, once

50% shield  for 1 turn
4,000,000 damage

20% Super Resolve

Create one barrier  with 80 billion HP.
-3 combos  for 1 turn

- Change self attribute to Fire;
absorb  for 1 turn; 4,000,000 damage
- Change self attribute to Water;
absorb  for 1 turn; 4,000,000 damage
- Change self attribute to Wood;
absorb  for 1 turn; 4,000,000 damage

Floor 6: Mechanical Emperors		Movesets
1 spawn from:		Use in order once, then refer to "5th turn and later":
 <p>HP: 150 Billion Def: 1 Billion</p>	  	<p><i>Preemptive</i></p> <p> 5 turns</p> <p>Leader & helper ATK 25%  for 1 turn</p> <p>Change all orbs to   4,000,000 damage</p>
		<p><i>5th turn and later</i></p> <p>5,000,000 damage</p> <p>2. Leader & helper ATK 25%  for 1 turn; change all orbs to   ; 4,500,000 damage</p> <p>3. All subs ATK 25%  for 1 turn; change all orbs to   ; 5,000,000 damage</p> <p>4. Change all orbs to   ; 2x ATK  for 999 turns</p>
 <p>HP: 10 Billion Def: 1 Billion</p>	  	<p><i>Preemptive</i></p> <p> 5 turns</p> <p>95% shield  for 1 turn</p> <p>Create 2 roulette  (   ) (1s) at random for 1 turn 4,000,000 damage</p>
		<p><i>5th turn and later</i></p> <p>5,000,000 damage</p> <p>1. 90% shield  for 1 turn; create 2 roulette  (   ) (1s) at random for 1 turn; 4,500,000 damage</p> <p>2. 85% shield  for 1 turn; create 2 roulette  (   ) (1s) at random for 1 turn; 4,750,000 damage</p> <p>3. 80% shield  for 1 turn; create 2 roulette  (   ) (1s) at random for 1 turn; 5,000,000 damage</p> <p>4. 75% shield  for 1 turn, 2x ATK  for 999 turns</p>



HP: 150 Billion
Def: 1 Billion



Preemptive

5 turns

Void 1 billion+ damage for 5 turns

One from []

unmatchable for 1 turn
4,000,000 damage

5th turn and later

5,000,000 damage

Use in order once, then refer to "5th turn and later":

1: Recover 10% HP, all orbs;
4,500,000 damage

2: Recover 10% HP,
 unmatchable
 for 1 turn; 4,750,000 damage

3: Recover 10% HP, all orbs;
5,000,000 damage

4: unmatchable for 1
turn; 2x ATK for 999 turns

(For the record, no, I *don't* know why this floor is so mechanic-heavy.
Is this where all the mechanics from the rest of the dungeon went?)

Floor 7: Arwill & Luxene

Movesets



HP: 155 Billion
Def: 1 Billion

== AND ==



Preemptive

2,500,000 damage
Void all player buffs!

If no allies remaining

50% shield for 1 turn
4x ATK for 999 turns

- Absorb 9 combos or less for 1 turn; 2,500,000 damage
- Absorb 8 combos or less for 1 turn; 2,500,000 damage
- Absorb 7 combos or less for 1 turn; 2,500,000 damage



HP: 160 Billion
Def: 1 Billion



Preemptive

5x4 board for 3 turns
2,500,000 damage
Create 1 roulette () (1s)
in top left corner for 3 turns

If no allies remaining

50% shield for 1 turn
4x ATK for 999 turns

- all orbs; 2,500,000 damage
- Change self attribute to Water or Dark; 2,500,000 damage
- 2,550,000 damage

Floor 8: Alresha & Algedi

Movesets



HP: 280 Billion
Def: 1 Billion

== OR ==



HP: 280 Billion
Def: 1 Billion



Preemptive

999 turns

Creates a barrier with 900 million HP.

Awoken bind for 3 turns

Starts on a 3 turn timer.

30% Super Resolve, once

Change to 1 turn timer!

25% orb movetime for 1 turn

Void 1 billion+ damage for 3 turns
5,304,000 damage

Super Resolve not hit:

- Change self attribute to Wood or Light; 10,400,000 damage

After 30% Super Resolve, use in sequence:

1: Change one color to ;
5,148,000 damage

2: Team ATK 25% for 1 turn;
create 4 at random;
5,200,000 damage

3: Change self attribute to Wood or Light; 5,304,000 damage



Preemptive

999 turns

Creates a barrier with 900 million HP.

50% max HP for 3 turns

Starts on a 3 turn timer.

30% Super Resolve, once

Change to 1 turn timer!

50% RCV for 1 turn

50% shield for 1 turn
5,304,000 damage

Super Resolve not hit:

- Change self attribute to Water or Dark; 10,400,000 damage










After 30% Super Resolve, use in sequence:

1: Create 6 at random;
5,148,000 damage



















2: Team ATK 25% for 1 turn;
create 10 at random;
5,200,000 damage

3: Change self attribute to Water or Dark; 5,304,000 damage

Floor 9: Duval			Movesets
 <p>HP: 175 Billion Def: 1 Billion</p> <p>== AND ==</p>  <p>HP: 200 Billion Def: 2 Billion</p>	 	<p><i>Preemptive</i></p> <p>Absorb 9 combos or less  for 7 turns Void  1 billion+ damage for 3 turns</p> <hr/> <p><i>50% HP or less, once</i></p> <p>Absorb 1 from [    ] for 2 turns -3 combos  for 1 turn 5,005,000 damage</p>	<p>- 5,005,000 damage</p> <p>- No skyfall  for 1 turn; 4,004,000 damage</p> <p>- Change self attribute to Fire or Dark; 5,005,000 damage</p>
	 	<p><i>Preemptive</i></p> <p>400% gravity</p> <hr/> <p><i>If no allies remaining</i></p> <p>99% gravity Self-destruct</p>	<p>- 35% gravity</p>

Floor 10: Shamash Kuur			Movesets
 HP: 210 Billion Def: 1 Billion	   	<i>Preemptive</i>  999 turns Absorb   for 7t   unmatchable  for 1 turn	<i>Used in alternation:</i> 1. Change self attribute to Light or Dark; 5,410,000 damage 2. Change self attribute to Light or Dark;  all orbs; 5,410,000 damage
		<i>First turn, once</i> Void  1 billion+ damage for 6 turns  all orbs 5,410,000 damage	

Floor 11: Yupiris I			Movesets
 HP: 230 Billion Def: 1 Billion	  	<p><i>Preemptive</i></p> <p> 999 turns</p> <p>Create 2 barriers  with 50 billion HP each.</p> <p>  skyfall (15%) for 20 turns</p> <p>Delay all skills  by 4 turns</p> <p>5,500,000 damage</p> <p>Turn count is 4.</p>	<p><i>If still alive after 4 turns...</i></p> <p>Change self attribute to Wood or Dark; 137,500,000 damage</p>

Floor 12: Yupiris II			Movesets
 <p>HP: 500 Billion Def: 1.5 Billion</p>  <p>HP: 1 Trillion Def: 0</p>  <p>HP: 2 Trillion Def: 0</p>	  	<i>Preemptive</i>  50 turns 6,000,000 damage Void assists  for 2 turns 1.7x ATK  for 1 turn	<i>51% HP or more:</i> -  6 orbs at random for 1 turn; randomly create 5  5  ; 5,880,000 damage - Lock  10 orbs at random; create 1 roulette  (0.5s) at random for 1 turn; 5,940,000 damage - Change self attribute to Wood or Dark; 6,000,000 damage
		<i>First turn, once</i> No skyfall  for 19 turns Create 15  15  at random 6,000,000 damage	
		<i>50% HP or less, once</i> All teammates' damage cap  set to 2 billion for 5 turns Absorb  1 billion+ damage for 1 turn 6,000,000 damage	
		<i>1 part or less remaining, once</i> 2.5x ATK  for 999 turns	
		<i>All parts destroyed, once</i> Absorb 9 combos or less  for 5 turns 3,000,000 damage 50% shield  for 1 turn 3,000,000 damage	
		<i>After 50 turns...</i> Awoken bind  for 1 turn 150,000,000 damage	

Dungeon Information & Drops

GA1 [Supergravity 0.05%; Superaltitude 25%]



~82,000,000



Amber Layer of Clouds



~2,500,000,000



Activating Enchanted Weapons



2,790

7-8x from:



0-2x from:



Guaranteed drops:



0-1x from:



If respective parts broken, 0-1x from:



50x



50x



50x



50x



50x

Bring all of these to the Monster Exchange to get a [Yupiris](#) of your own!



Exchange **50x** of this gem for [this equip](#) at the Monster Exchange!



Exchange **25x** of this gem for [this equip](#) at the Monster Exchange!



Dungeon Guide Navigation & Links

Ultimate Arena	A1 , A2 , A3 , A4 , A5 , A6 AA1 , AA2 , AA3 , AA4
Shura Realm	SR1 , SR2 , SR3 ASR1 , ASR2 , ASR3
Mysterious Dimension	MD1 , MD2 , MD3 , MD4 AMD3 , AMD4
Unknown Nova	UN1 , UN2 , UN3 , UN4 , UN5 , UN6
Alt. Unknown Nova	AUN1 , AUN2 , AUN3 , AUN4 , AUN5 , AUN6
Return of Supernova	SN1 , SN2 , SN3 , SN4 , SN5 , SN6
Others	GA1 SR Rush , UN Rush , Alt. UN Rush July Lv. EX

Resources: [PADDashFormation](#) | [Sanbon](#) | [Dawnglare](#)
[r/PuzzleAndDragons](#) | [PAD Community Discord](#) | [Hyperion PAD Discord](#)



F7 is unironically the hardest part of the dungeon, don't you think?