

# SIN DRAGONS SKULL FARMING

## INTRODUCTION

This compilation aims for all players to see builds that they can use that better help them for their needs, varying from farmable builds to general builds that use any card available for the player.

As a reminder, the article only features **skull farming** and not crystal farm, as they are more easily to team build around than the skulls.

Below, I will be putting some notes, for more extra information.

### NOTES:

- Both Skulls hit for **38570HP** as preempt hit;
- Super Golchaos gives a preempt hit of **70544HP**;
- If the template shows to have HP **lower than the preempt**, its because of the usage of either shield from leader skill or color resist awakenings or both;
- If the team isn't having enough HP to survive the preempt, try to level up some of the skulls (namely Golchaos, because of the keys that give HP penalty), as they will **increase** your HP significantly.
- I didn't include 'General Team' for acquiring both skulls, as you can use the 'General Teams' farming teams as basis and adapt them per your **monster box availability**.

Dungeon information reading:

[Ordeal of Seven Sins - Mythical](#) from PDX (English text).

[七罪の試練 超地獄級](#) from skyozora (Chinese text).

Summary of both Sacred and Cursed Keys:

[A Guide to the Sacred and Cursed Keys](#) by Lumon (Lumon#6561)

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## GOLFACE FARMING TEAMS

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## SUPER GOLCHAOS FARMING TEAMS

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## ACQUIRING SKULLS TO FARM

## ACQUIRING GOLCHAOS

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## ACQUIRING GOLFACE

### Farmable Team

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## SKULL FARMING TEAMS

## GOLCHAOS FARMING TEAMS

Teams that farm the dark skull.

### Farmable Teams

Features only cards that are acquired by either farmable or exchange means (excluding the helper).

(あみよし) Amiyoshi's farming team

Link: <https://youtu.be/gPWnztgQHgl>

Plus point demand: Low

A farmable build that uses Kadomatsu (NY exchange) and Pixel Echidna to deal with Golchaos and the 1/2 chance of Greed spawn. Most of the floors die with only 3 blue orbs and some combos, if you don't have dark orbs present.

### **Mandatory cards that need to be at max active skill level:**

- Pixel Echidna for delay to deal with both Greed Dragon (if it spawns) and Golchaos.

### **Mandatory SAs:**

- One Golchaos with SB+ SA, so Vergil is up on turn 1.

If you don't see the need of skilling up 3 Golchaos, Diena can replace the skull from the Leader slot.

3 slots to skill up Golchaos (no need to limit broken them and only SB awakenings need to be awakened).

### **Team Template:**

## あみよしの team (Badge up to player)



Created by PDC パズドラダメージ計算

- 1) Vergil, 6c if Pride Dragon.
- 2) Echidna on 3rd turn (blind orbs) if Greed Dragon.
- 3) If Sloth Dragon, stall for Vergil.
- 4) Kadomatsu then kill.
- 5) Vergil, vdp, stall 3 more turns, Echidna, waits for void to wears off then kill.

valcyclovir's farming team

Link:

[https://reddit.com/r/PuzzleAndDragons/comments/jcf74r/triple\\_gorkaos\\_easy\\_farm\\_with\\_full\\_farmable\\_team/](https://reddit.com/r/PuzzleAndDragons/comments/jcf74r/triple_gorkaos_easy_farm_with_full_farmable_team/)

Plus point demand: High

Another farmable build that uses Firefly Squid from Takaoka collab (Hidamari-san from Kapibara-san collab and Genie, a ex-REM card, can be used as substitute) if you don't have Kadomatsu, to survives Golchaos preempt and stall for 2 turns and, for delay purposes, Twinton that shares the same active with pre-awoken forms Orochi, so the skull shield will wears off in time to kill them.

**Mandatory cards that need to be at max active skill level:**

- Firefly Squid and substitutes, so you don't need to use SDR to deal against Sloth;
- Twinton/Orochi, to have a delay in time for the boss.

**Mandatory SAs:**

- 2 Golchaos need to have SB+ SA, so Vergil is up on turn 1;
- If using Genie or Orochi, only 1 Golchaos need to have SB+ SA;
- If using Orochi and Genie, no need to pursue SB+ SA on any Golchaos. Sidenote: For Orochi case, need to be 1555 form, otherwise use SB badge.

**Warning:** The team suffers against Lamanoa (Greed Dragon) floor, with the 5 turn awoken bind, if your Golchaos didn't reach 19 turn cooldown or lower to use the active skill to counter. If Sloth spawns, use the opportunity to stall the bind, otherwise, proceed to kill all floors.

## 2 options to circumvent the problem:

**Option 1:** All 3 Golchaos need to have SB+ SA, to prevent the delay from Sloth (if it spawns) reducing your Twinton/Orochi cooldown, making you just stall for them again to use on the boss.

**Option 2:** Remove one Golchaos and put a SB stick card that have at least 5 SB (ie. Whaledor/Raziel) with Sloth key max skilled. Check your SB stick base cooldown to see if the active will be up on time for floor 2.

Uses 3 slots to skill up Golchaos (2 if you need to remove one to deal with awoken bind).

## Team Template:

### Valcyclovir's team (TE+ Badge to deal with AB)



Created by PDC パズドラダメージ計算

- 1) Vergil, 6c if Pride Dragon.
- 2) If Greed Dragon, proceed to kill if your Golchaos isn't with 19 turn cd active, otherwise use the active if up.
- 3) If Sloth Dragon, stall for Vergil.
- 4) Firefly Squid then kill.
- 5) Not awoken bound: Vergil, vdp, stall one more turn, delay, wait for the void to wear off, then kill.

Awoken bound: Same steps as above, just save Vergil until the awoken bind wears off.

\*AB: Awoken Bind.

\*The team template only shows the primary build, follow option 2 steps if you want to deal with awoken bind.

## General Teams

Teams that use all sorts of cards (exchange, farmable, collab/REM).

(DatDude#6746) DatDude's farming team

Link: <https://youtu.be/MmJj4vQCh-g>

Plus point demand: Low to none

The team revolves around stacking the many dark resist latents and Misery autoheal awakenings to survive Golchaos preempt and be on hp threshold (if you have 21% dark resist, need to have at minimum 22854 hp).

### **Mandatory cards that need to be at max active skill level:**

- Allatu for board changer + delay for boss;
- Misery for low base cd inherit;
- Sloth key to counter 1/2 Greed spawn.

### **Mandatory SAs:**

- None.

Uses 3 slots to skill up Golchaos (no need to limit broken them and only SB awakenings need to be awoken).

### **Team Template:**

## DatDude's build (HP+ Badge) with 21% Dark R.



Created by PDC パズドラダメージ計算

- 1) Vergil, 6c if Pride Dragon
- 2) Misery if Greed Dragon
- 3) If Sloth Dragon, stall for Vergil.
- 4) Have 22854 HP or more (if 21% dark resist latent) and kill.
- 5) Allatu, vdp, Vergil, vdp.

(Gary#9340) Gary's farming team

Link: <https://twitter.com/coolgarydotnet/status/1317154647597928449>

Plus point demand: Low

Using Ulquiorra (Bleach Collab) RCV match to circumvent the lack of healing, the team focus on stalling on Wrath Dragon if in need of any active be up for Golchaos.

### **Mandatory cards that need to be at max active skill level:**

- Ulquiorra, so Gremory/Awoken bind clear (8 turn cd at maximum) is up on time on the Greed floor.
- Gremory/Awoken bind clear as stated above.
- Allatu, so you don't need to put SDR if Sloth spawns.

### **Mandatory SAs:**

- Only one card needs to have SB+ SA, as this will make Vergil be up on turn 1.

Uses 3 slots to skill up Golchaos (no need to be at max level).

### **Team Template:**



## Gary's team (HP+ Badge recommended)



Created by PDC パズドラダメージ計算

- 1) Vergil, 6c if Pride Dragon.
- 2) Gremory inherited if Greed spawns.
- 3) If Sloth Dragon, stall for Vergil.
- 4) Have 38571 HP or more then kill. Stall, if necessary, for actives.
- 5) Allatu, vdp, Vergil, vdp.

(ホテティア) Hoteia's farming team

Link: <https://youtu.be/G3FAuYdPwI8>

Plus point demand: Medium

Another build that uses Kadomatsu to stall on Golchaos and to survive the preempt, the build works around Lu Bu and Balditurn as the main damage dealer card with 3 colors options to kill most floors. Balditurn is necessary to gain Autofua and be a counter option against Greed Dragon on floor 2.

### **Mandatory cards that need to be at max active skill level:**

- Orochi, to tank both Sloth and Golchaos delays.
- Balditurn, so you can use it burst on turn 2 and kill all subsequent floors.
- Kadomatsu, to be ready on time to use on Balditurn's floor.
- Lu Bu needs to be at least with one skill up to have the active ready on turn 1, otherwise, use Hera-Luna equip.

### **Mandatory SAs:**

- 50% HP awakening on Lu Bu for maximum damage output;
- Devil killer on Balditurn for maximum amount of damage;
- SB on Orochi, to help with team SB count.



2 slots to skill up Golchaos (no need to be at max level).

**Team Template:**

**ホティア's build (TE+ Badge)**



Created by PDC パズドラダメージ計算

Lubu's assist is any <50% HP.

5 linked orbs of either Red, Light or Dark will kill floors 1 to 4.

- 1) Lubu, match 5, 6c if Pride Dragon.
- 2) Balditurn, match 5.
- 3) Match 5, if Sloth Dragon, stall for Orochi.
- 4) Kadomatsu, match 5.
- 5) 0c, stall for 5 turns, use Orochi, wait for void to wears off, match 5 and combo.

(つばさチャンネル) Tsubasa channel's farming team

Link: <https://youtu.be/312Zi7BJQus>

Plus point demand: Medium

Another build that uses Ulquiorra (Bleach collab) RCV match bonus, it removes an awoken bind clear solution to stall for the condition to wear off.

**Mandatory cards that need to be at max active skill level:**

- Ulquiorra, so you can use Allatu active on Golchaos;
- Allatu, same as above.

**Mandatory SAs:**

- 2 cards with SB+ SA, so Allatu is up on time for the boss.

4 slots to skill up Golchaos.

### Team Template:

### つばさチャンネル's build (Badge up to player)



Created by PDC パズドラダメージ計算

- 1) Vergil, 6c if Pride Dragon
- 2) If Greed Dragon, procede to kill.
- 3) Stall for Vergil and awoken bind removal if Sloth appears and, if Jivi, stalls 2 turns and then kill.
- 4) Stall one turn if you got Greed followed by Jivi and then kill. need to have at least 28929 HP or more to survive Golchaos preempt.
- 5) Allatu, vdp, Vergil, vdp.

(Hassasin#9563) Hassasin's farming team

Link: <https://youtu.be/YgW2cyNp8AU>

Plus point demand: Medium

Using Lakshimi's high enough RCV stat, the build aims to heal up even with the keys that give penalties to RCV, with Lakshimi alone doing the job.

### Mandatory cards that need to be at max active skill level:

- Lakshimi, so you can use the awoken bind on floor 2;
- Allatu, to not use SDR on her if Sloth spawns.

### Mandatory SAs:

- Lakshimi with Heart OE, to heal up and active the Leader Skill.

Uses 3 slots to farm Golchaos.

### Team Template:

## Hassasin's team (Badge up to player)



Created by PDC パズドラダメージ計算

(22.5% Dark resist)

- 1) Vergil, 6c if Pride Dragon.
- 2) Use Lakshimi's inherit and kill if Pride.
- 3) If Sloth, stall for Vergil and the possible awoken bind.
- 4) Have 29893 HP or more then kill.
- 5) Allatu, vdp, Vergil, vdp.

(あいう) Aiu's farming team, shared by StormieGalaxies (StormieGalaxies#8465)

Link: <https://youtu.be/u2LzNkMzGrw>

Plus point demand: Low to medium

The team uses Nico equip to deal with both Greed and Envy if they spawn, as the team can't recover any HP, making the run over when reaching Golchaos.

The video uses Shinji as the leader, however as means to preserve resources, Amon is the substitute leader for the build, as he gives x1.5 HP to Dragon and Devil cards.

The same is true for the SAs shown on video, they aren't necessary at all.

### Mandatory cards that need to be at max active skill level:

- Amon, to use Nico equip on floor 2;
- Nico equip, same as above.

### Mandatory SAs:

- Amon, for team's SB count.

Uses 3 slots to farm Golchaos (no need to be at max level, only SB awakenings need to be awakened. This is only true for Amon case).

### Team Template:

## あいう's team (Badge up to player)



Created by PDC パズドラダメージ計算

36761 HP (after the -HP 'nerf')

- Possible substitute for Nico's equip is Mari Ceres equip (50% shield). Keep in mind that using Mari Ceres, you need to stack a little more Dark Resist to survive Golchaos preempt.

- Swapped Shinji to Amon, as it reduces the need to max level the skulls, with the HP multiplier reaching the same threshold as the video.

- 1) Vergil, 6c if Pride Dragon.
- 2) Amon's inherit regardless of the spawn (counter Envy's 99% gravity).
- 3) If Sloth, stall for Vergil.
- 4) Have 25458 HP or more then kill.
- 5) Allatu, vdp, Vergil, vdp.



Jett G\_G's farming team, shared by Kayco (Kayco#0095)

Link: <https://www.youtube.com/watch?v=86LaUFif3qg>

Plus point demand: Low to medium

The team uses Muzan leader skill properties to have an easy time stalling the dungeon, alongside Kirei's devil killers awakenings to deal with all devil monsters spawns.

**Mandatory cards that need to be at max active skill level:**

- Orochi, for the delay against Golchaos;
- Nico equip, same as above.

**Mandatory SAs:**

- Muzan, for team's SB count;
- Kirei, for team's SB count.

Uses 4 slots to farm Golchaos (no need to be at max level, only SB awakenings need to be awakened).

**Team Template:**

## 4 Gorkaos Skill Up (Muzan x Kirei)



Created by PDC パズドラダメージ計算

Muzan's RCV should satisfy  $RCV > (184447 - 2 * HP) / 80$

Orochi is any 4t+ delay that charges up in time

Clear more orbs than specified to gather dark orbs as necessary

Don't stay on F4 too long

F1: 1c once (or twice if not using SB badge)

Gluttony? Dark + Heart or Dark over 2 turns Pride? Dark + 5c

F2: Lust? Dark + 2c Greed? Sloth equip: Dark

F3: Envy? Dark + Heart Sloth? Dark + 6c or Dark + Heart

F4: Dark + 2c or Dark + Heart

F5: 1c 4 times > Orochi: 1c > 0c twice > Dark + Heart + 5c (twice)

Kirei will be ready as backup incase you need more time to kill

Wrote by Kayco(?).

## GOLFACE FARMING TEAMS

Teams that farm the light skull.

### Farmable Teams

Features only cards that are acquired by either farmable or exchange means (excluding the helper).

(あみよし) Amiyoshi's farming team

Link: [https://www.youtube.com/watch?v=plW6r3\\_KPco](https://www.youtube.com/watch?v=plW6r3_KPco)

Plus point demand: Medium

The builds revolve around using Yamata's (from Bleach collab) Awoken Bind clear by healing to 20000 HP or more, so you have space to farm 4 Golface at time without much trouble.

**Mandatory cards that need to be at max active skill level:**



- Yamata, so the Light Spell Card active is up on time for the boss;
- Revealing Light Spell Card, same as above;
- Thor, to use Morphea active on boss;
- Morphea, same as above.

**Mandatory SAs:**

- Only Thor with Devil killer SA, for maximum damage output.

Uses 4 slots to farm Golface (Only SB awakening needs to be awakened).

**Team Template:**

## あみよし's team (RCV+ Badge)



Created by PDC パズドラダメージ計算

- Total Team HP need to be 55101 HP or more to survive Golchaos after the first delay.

-100% Jammer resist.

- Delphyne Card is any assist with Jammer Resist.

- Golface assist is any assist that covers Jammer.

1) 6c if Pride Dragon; If Gluttony Dragon, match 3 light orbs to put on resolve range, and then kill with either light or blue match.

2) Match 3 heart orbs + 6c if Greed Dragon, if light orbs are present, it will kill the dragon; if Lust Dragon spawns, match 3 light orbs.

3) If Sloth spawns, stall for Thor, and then, 3 light match with 6c/7c; if Envy spawns, match heart to recover HP, match 3 light orbs to put on resolve range, and then kill with either light or blue match.

4) Have 38571 HP or more and then match 3 light orbs.

5) Yamada's inherit, stall the delay, use Thor's inherit delay, wait for the void to wears off and then make a light vdp match.

- If not having enough experience to level Golface to 110, let one of them limit broken (lvl101) and swap for HP+ Badge instead, will need to connect more heart + combo and/or switch for Angel Key instead too.

## General Teams

Teams that use all sorts of cards (exchange, farmable, collab/REM).

(fluff#2368) fluff's farming team

Link: [https://youtu.be/dq7aDg3\\_IrM](https://youtu.be/dq7aDg3_IrM)

Plus point demand: Low

The builds revolve around delaying and surviving Golface hit with a resolve leader (namely Orochi for both delay and resolve). Farms 3 Golface without much trouble with a mostly farmable team.

**Mandatory cards that need to be at max active skill level:**

- Orochi, to not use SDR on them;
- Echidna, to use her delay 2 times.

**Mandatory SAs:**

- None

Uses 3 slots to farm Golface (No need to be at max level, and only SB awakenings need to be awoken).

**Team Template:**

 fluff's team



Created by PDC パズドラダメージ計算

- 18 SB shown (with SB badge)
- Nymph equips on Gorfeises is any auto heal equip
- If you don't have any Gorfeises yet just replace them with tengus/whaledor/your sb stick of choice
  - Levels and plusses only needed on Orochi and Vergil.
  - Assists on both Orochi and Vergil are to function like as pseudo-SDR.
- F1) Vergil swipe/make 6c if needed.
- F2) Greed: T1) ->1c -> T2) match all poisons -> T3) Echidna, 1c until last turn then kill.
  - Lust: T1) Echidna, stall until last turn then kill.
- F3) Kill.
- F4) Kill.
- F5) Orochi, stall 4 turns, Echidna, stall 2 turns, Vergil & kill with B or D VDP and some combos.

Wrote by fluff.

Unknown JP Player's farming team; team shared by Lumon (Lumon#6561)

Link: ???

Plus point demand: Low

The build utilizes an extremely short null attribute absorb to deal with Golface, using Vergil's personal damage output.

**Mandatory cards that need to be at max active skill level:**

- Ulquiorra, so Ryune is up on time for the boss;
- Ryune, same as above;
- Valentine Andromeda, to use delay on floor 2 and have the null att. active ready for the boss.

**Mandatory SAs:**

- Ulquiorra needs SB+, so Vergil is up on turn 1.

Uses 3 slots to farm Golface (no need to be at max level, and only SB awakenings need to be awoken).

Below is the write-up that Lumon wrote for the team, listing the instructions and possible substitutes.

**Team Template:**

# Gorfeis Farm



By Unknown JP Player

F1: Transform Vergil, then if...

- Pride: Match 6C

- Gluttony: Match Water + Dark

F2: Pop VAndro Inherit, Stall 2 Turns (Match Non B/D Combo), Then Match Blue/Dark.

F3:

- Sloth: Match Blue (3 OE) or Dark (4 Orb)

- Envy: Match Blue + Dark

F4: Match Blue or Dark

F5: Inherited Ryune, VAndro, Double VDP

Alternatives:

- Ryune can be any B/D Bicolor. Kirito Equip provides more TE, while Kaiba removes RNG. Stall accordingly.

- VAndro can be a fast attribute absorb void, most notably Lady. However, not using VAndro will require stalling.

- Himi Udon is hard to replace, weaker autoheal equips may require a heal match during the run.

- Envy Egg can be any 4 Blue OE equip, like Kororo from SK. Ukyo Equip (Samsho) provides more TE, while Mezray (Norza Equip) provides guaranteed enhanced skyfall.

\*Bathena can be any delay that has 3 or 4 turns (3 turns means that needs to stall for 2 the awoken bind and 4 turns delay reduces to 1).

(ATK+ Badge used)

ななまるのゲーム部屋's farming team

Link: <https://youtu.be/xYfJqgRshhw>

Plus point demand: High

Another team that features Yog to deal with Lamanoa's awoken bind, this time features light Vajrayaksa as an option for Autofua bonus damage to deal with both Majeh and Jivi.

Pixel Zeus is used for double VDP + Devil killer + 2 SB awakening with a reasonable cooldown. Possible substitutes are Gourry from Fujimi Fantasia Collab and SRevo Thor from REM.

**Mandatory cards that need to be at max active skill level:**

- Pixel Zeus and substitutes, to have Pride's Egg come in time for boss;



- Pride's Egg, same as above;
- Vajrayaksa, to use Carat burst on boss;
- Carat, same as above.

**Mandatory SAs:**

- Yog and the 3 Golface need to have the skill boost SA, to help both Vajrayaksa and Zeus inherit be up on time.

- Pixel Zeus with VDP SA, to gain more damage against Golface. Sidenote: If using either Thor or Gourry, choose Devil Killer SA.

Uses 3 slots to farm Golface.

**Team Template:**

## ななまるのゲーム部屋's team (ATK+ Badge)



Created by PDC パズドラダメージ計算

Envy's Key is any key that doesn't give RCV penalty.

Typhon Card is any SFUA assist.

Sleipnir assist is just to give HP and RCV team bonus.

If the board doesn't have 6 light orbs, save the existing ones and match the undesired colors.

Vaj doesn't need to have SA, unlike showed on video.

- 1) 6c if Pride Dragon.
- 2) Yog if Greed spawns, if Lust Dragon appears, take advantage of the spinners.
- 3) 2 light combo.
- 4) Have more 18860 HP (14% light resist) and then kill.
- 5) Pride's Egg, Carat, vdp+sfua

\*F4) Try to enter on the boss floor at max HP, so the hit will make Yog's HP drop below to 50% and screw the atk multiplier.

(Gary#9340) Gary's farming team

Link: <https://twitter.com/coolgarydotnet/status/1315773475773005826>

Plus point demand: Medium

The build uses Ulquiorra RCV bonus match to survive Golface preempt with the help of 2 Zeus avatama (28% light resist). Uvo Orochi is used for high delay, so you can stall 2 turns on the boss.

**Mandatory cards that need to be at max active skill level:**

- Ulquiorra, so Gremory/Awoken bind clear (8 turn cd at maximum) is up on time of Greed floor;
- Gremory/Awoken bind clear as stated above;
- Orochi, so the delay is up on time for the boss.

**Mandatory SAs:**

- Only Ulquiorra needs to have SB+ SA, as this will make Vergil be up on turn 1.

Uses 3 slots to farm Golface (Only SB awakenings need to be awoken).

**Team Template:**

**Gary's team (HP+ Badge recommended)**



Created by PDC パズドラダメージ計算

Red Sacred Key is any key that you have.

Golface assist is up to player.

- 1) Vergil, 6c if Pride Dragon.
- 2) Gremory inherited if Greed spawns.
- 3) If Sloth Dragon, stall for Vergil.
- 4) Have 38571 HP or more then kill. Stall, if necessary, for actives.
- 5) Stall 2 turns, Orochi, wait for the void to wears off, and then, kill with Vergil board.

nao2274's farming team

Link: <https://youtu.be/MWblUg7BdsA>

Plus point demand: Medium

A stall team that uses 5 Udon (the video only uses JP-only assists) to heal and survive all hits from floors 1 to 4 (excluding Sloth, Greed and executions). The team uses Jewel Key to bypass the attribute absorb and kill Golface right away and use Balditurn for both Autofua option and answer to Golface.

**Mandatory cards that need to be at max active skill level:**

- Vritra, to have Jewel Key active up more fast.
- Balditurn, to remove awoken bind from Greed Dragon.

Sidenote: All cards can have the skill level at 1, however need to stall accordingly to have the actives up on the correct floors.

**Mandatory SAs:**

- 50% HP awakening on Lu Bu for maximum damage output;
- Devil killer on Balditurn for maximum amount of damage;
- 50% HP awakening on Vritra for maximum damage output.

Uses 2 slots to farm Golface (No need to be at max level and it's optional if you want to awake SB on them, it's mostly if you want to be fast or wait and stall for some floors and get Jewel Key ready).

**Team Template:**

## hao2274's team (ATK+ Badge recommended)



Created by PDC パズドラダメージ計算

- 20k AutoHeal per turn to stall most floors.
  - 18 SB (counting Golface).
  - Golface's SB are up to player, will decide how much you need to stall for some floors.
  - If stalling, check out Lu Bu and Balditurn's active to not get the inherited active up and screwing you.
  - 5 linked orbs of either Red, Light, Dark will kill floors 1 to 4.
  - Use Zaerog (to be at Lu Bu's LS threshold) when you want to kill a floor.
- 1) Zaerog's assist, 1c, match 5, 6c if Pride.
  - 2) If Greed, Balditurn, Core, match 5 (poison will be troublesome); stall, if wanted, if Lust spawns, match 5.
  - 3) If Sloth, either stall (until 3rd turn) or match 5, if Envy, either match 5 or stall.
  - 4) Match 5 or stall.
  - 5) Jewel Key inherited, Lu Bu, Dark VDP.

(Hassasin#9563) Hassasin's farming team

Link: <https://youtu.be/YpUGg5PYSF8>

Plus point demand: Medium

The team uses Muzan leader skill properties to have an easy time stalling the dungeon, alongside Barbarossa's devil killers awakenings to deal with all dragons.

**Mandatory cards that need to be at max active skill level:**

- Barbarossa, so you can use the delay on boss;
- Orochi, explained above;
- Kororo, for delay and water skyfall.

**Mandatory SAs:**

- Muzan, for team's SB count;
- Golface, for team's SB count.

Uses 4 slots to farm Golface (only one needs to be at max level, for the others, only SB awakenings need to be awakened).

**Team Template:**

## SUPER GOLCHAOS FARMING TEAMS

Teams that farm the gem material to evolve the dark skull.

### General Teams

Teams that use all sorts of cards (exchange, farmable, collab/REM).

(ならぬ) Naranu's team

Link: <https://twitter.com/mhandpuzzdra/status/1387983695944978433?s=21>

Plus point demand: High

A team that uses Muzan survivability along with Hades autofua to easily handle the dungeon with staling, if needed. The usages of gravities were to kill the boss reliably, as it has 70 billion HP and hits pretty hard.

**Mandatory cards that need to be at max active skill level:**

- Golface, to clear the awoken bind in Greed floor;
- Golchaos, for the Envy key be up in time;
- Envy key, same as above;
- Hera Nyx, for the active be up in time;
- Trailokyavijaya, for the active be up in time.

**Mandatory SAs:**

- Muzan with SB+ SA;
- Golface with SB SA;



- Golchaos with SB+ SA;
- Both Hera Nyx with SB SA;
- Hades with TPA SA.

**Substitutes:**

- Wolverine with a similar leader skill and same number of SB with no skyfall condition (needs to match 4 dark orbs + 5 combos to kill Pride); replaces Muzan.

**Team Template:**

 **ならぬ's team (Badge up to player)**



Created by PDC パズドラダメージ計算

- 26 SB + 4 dungeon floors to reach at 30 SB.
  - Have 35273 HP above 50% team's HP to survive Super Golchaos preempt hit (70544 raw damage).
  - Either Muzan or Hades need to be at lvl 110 to kill Pride with only 3 dark orbs.
  - Hades can be unskilled for the assist to not come up more fastly.
- 1) Pride: Match 3 dark + 5c;  
Gluttony: Match 4 dark.
  - 2) Greed: Golface (Base or Assist) -> match 4 dark,  
Lust: Match 4 dark.
  - 3) Match 4 dark.
  - 4) Match 4 dark.
  - 5) Golchaos (Assist) -> Hades -> Hera -> Hera -> Trailokyavijaya.

## ACQUIRING SKULLS TO FARM

### ACQUIRING GOLCHAOS

Teams that focus on acquiring the dark skull to start farming them.

#### Farmable Team

Features only cards that are acquired by either farmable or exchange means (excluding the helper).

(ぱずなか) Pazunaka's team

Link: <https://youtu.be/RVESEMp36ck>

Plus point demand: Low to none

**Reminder:** Both Odindra and DAthena can be replaced with similar options (and help with some key actives like Sloth key), so if you don't have them, please **don't purchase them**, as they aren't the focus of the event.

The team focuses on using Odindra AutoHeal awakenings to heal up, so Golchaos won't kill the team with the preempt. DAthena is here to delay the boss, so you can 2 turn kill the skull.

#### **Mandatory cards that need to be at max active skill level:**

- Odindra, so the active is up if Greed Dragon spawns;
- DAthena, to delay the boss on time and not needing to use SDR on her;
- 2 Whaledors, one to rebuff your move time (need to skill up Lust key) and, the other, to use the board changer on boss;
- Optional: Both Lust and Gluttony key for a fast active.

#### **Mandatory SAs:**

- None.

#### **Substitutes:**

- Misery or NY Jeanne d'Arc (both max skilled) with a max skilled Sloth key. Replaces Odindra;
- Delay card that have at least 3 or more SB (if using either Misery or Jeanne, the SB requirement can be decreased by 2). Replaces DAthena;
- Any SB stick with 5 or more SB with at least 6 turn cooldown or lower. Replaces Whaledor.

#### **Team Template:**

## ばずなか's team (HP+ Badge)



Created by PDC パズドラダメージ計算

Only use DAthena SA if you are unsure about team damage.

- 1) Vergil, 6c if Pride Dragon.
- 2) Odindra if Greed spawns.
- 3) If Sloth Dragon, stall for Vergil.
- 4) Have 38571 HP or more then kill.
- 5) DAthena, Gluttony's Key, vdp, Vergil, vdp.

## ACQUIRING GOLFACE

Teams that focus on acquiring the light skull to start farming them.

### Farmable Team

Features only cards that are acquired by either farmable or exchange means (excluding the helper).

(RavenPhy#2681) RavenPhy's team

Link: Not available.

Plus point demand: Medium to High

**Reminder:** Odindra can be replaced with similar options for AutoHeal, so if you don't have them, please **don't purchase him**, as Odindra isn't the focus of the event.

Using both [Amiyoshi](#) and [Pazunaka](#) teams as inspirations, the build focuses on using Odindra AutoHeal awakenings (and awoken bind clear to not depend on Yamata leader skill) to heal up, so Golface won't kill the team with the preempt. Delays are used to stall out the skull's shield, so just Thor light vdp match will be enough to kill Golface.

**Mandatory cards that need to be at max active skill level:**

- All 3 Whaledor, 2 for the Poison damage inherit be up for their respective resolve spawns and, 1 for the emergency bicolor board of light and dark orbs;
- All 2 Manticore, to use the poison damage on time of the 2 resolve spawns;
- Yamata, so the Light Spell Card active is up on time for the boss;
- Revealing Light Spell Card, same as above;
- Thor, to use Morphea active on boss;
- Morphea, same as above.

**Mandatory SAs:**

- Only Thor with Devil killer SA, for maximum damage output.

**Substitutes:**

- Misery or NY Jeanne d'Arc, to give 7 AutoHeal awakenings. If using any of them, switch ATK+ Badge to RCV+ Badge, to activate Yamata awoken bind clear removal from LS. Replaces Odindra.

- Any SB stick with 5 or more SB with at least 6 turn cooldown or lower. Replaces Whaledor;

- Any Poison damage active that has at maximum 14 turn cooldown. Replaces Manticore.

Big thanks to Quan (Quan#6014), for pointing some problems with earlier builds of the team.

**Team Template:**

## RavenPhy's team (ATK+ Badge)



Created by PDC パズドラダメージ計算

- Total Team HP need to be 55101 HP or more to survive Golchaos after the first delay.

-100% Jammer resist.

- 1) 6c if Pride Dragon; If Gluttony Dragon, use Manticore and match 3 light orbs.
- 2) Odindra if Greed Dragon and match 3 light orbs; if Lust Dragon spawns, take advantage of spinners and match 3 light orbs.
- 3) If Sloth spawns, 3 light match with 6c/7c; if Envy spawns, Manticore inherited and match 3 light orbs.
- 4) Have 38571 HP or more and then match 3 light orbs.
- 5) Yamada's inherit, stall the delay, use Thor's inherit delay, wait for the void to wears off and then make a vdp match. Use Jewel Key if you don't have 9 light orbs present on board.

## CONCLUSION

With some options to start with, these builds will guide you on how to properly farm the event without dying, making all your stamina being used in the most beneficial way.

I like to thank the people who made these builds, as they are a great help to farm this event and hope that the players that will use the builds can farm the skulls without much problem.

Have spotted any errors or have any feedback? Let me know with either pinging or direct messaging me (RavenPhy#2681).

**Last updated on 28/07/2021 at 17:45.**