

# Fire Dragon Hardmode Dungeon Guide(with pictures)

## [OUTDATED]

[Requirements: 2100 Gear Score]

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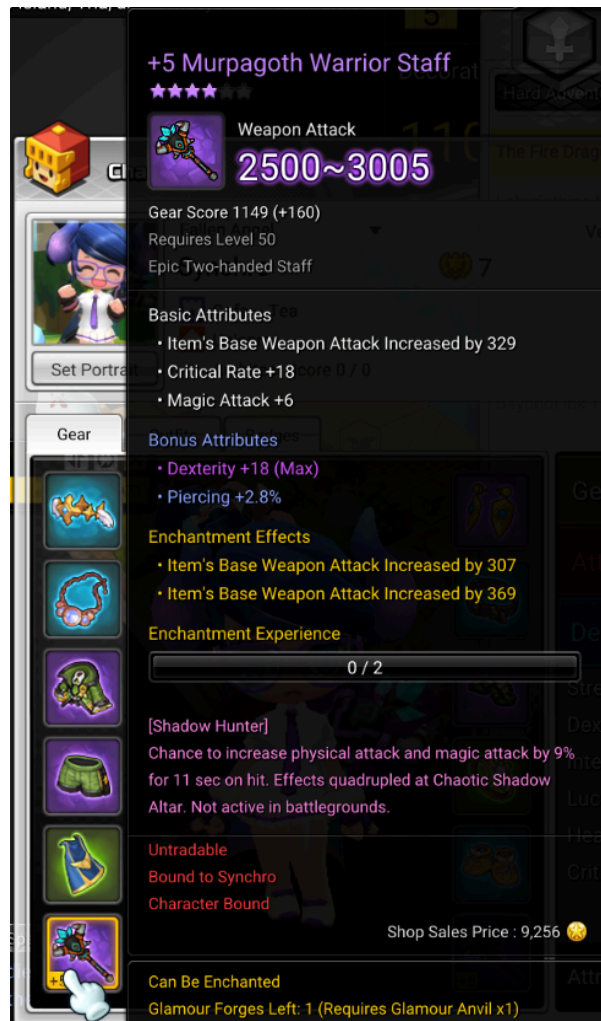
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## Introduction

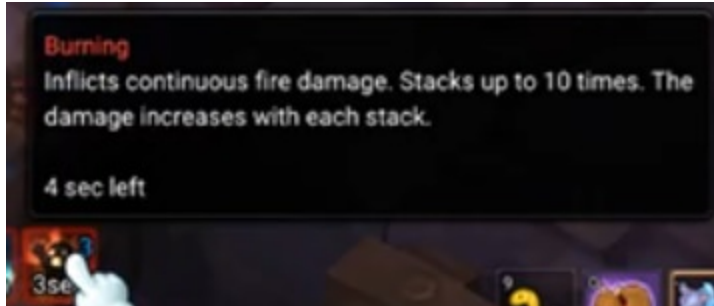
Hello all and welcome to my comprehensive Fire Dragon Guide. Also known as Fire Doggo, Fire Salamander, FD and officially, Pyrros Fard. I'm Synchro from the NA West MS2 server and have been playing since launch. I main Wizard and Archer to a decent level so if you have any class specific questions, feel free to ask me.

So what is Fire Dragon? FD is probably of the first hardmode dungeons you'll attempt after hitting 2100 GS as it's one of the easiest and intro friendly dungeons there are. FD(along with Labyrinthine Halls) also has a chance to reward the **Murpagoth Shadow Hunter weapons** which will be primarily used in all Chaotic dungeons currently released.



## Tips Before Joining

Like most dungeons in MS2, there are a set of mechanics that you need to learn. The main one that you'll probably first be inflicted with is burn.



Burn is applied every time the boss damages you via Fire Breath or Multi-Charge. His knockup charge won't inflict burn though. Burn damages you for 2% at 1 stack, 4% at 2 stacks, 6% at 3 stacks and so on. The debuff is able to be ignored for the first and second stacks however if you reach 3 stacks, you should immediately attempt to cleanse it via the two fountains at the west and south sides of the map.



Another thing to remember is that the cleansing of burn only applies to Phase 1. Phase 2 you'll be inflicted with burn again but the stations are extremely inconvenient to run to each time. So you'll either have to rely on your Priest or be prepared to *burn* through a good number of potions.

The second mechanic are **HOLES**.



Holes will be spread out in various places in both phases of the fight. Not only are they absurdly useful for dodging the boss's attacks, some classes can actually DPS while inside them. In phase 1, holes will be covered with a grey slab until around 75% HP(36m).



When the covers are removed, that signifies the beginning of the laser phase. Here I'll list the pros and cons of holes.

#### Pros

- Some classes are able to damage the boss while they're inside
- Able to avoid 80% of the boss's attacks
- The butt of many "I CAN'T FIND THE HOLE" jokes

#### Cons

- Not able to dodge every single attack(Windup charge, triple tail slam)
- Slightly hard to see when ally floor buffs are on the ground
- PRIEST CAN'T HEAL YOU IN THE HOLE(with the exception of some skills)



## How to Recognize Your Friendly Neighborhood Priest

***A stressed reminder to go to your Priest to receive healing. Do NOT make them chase you around trying to heal you.***

In FD, priests are desired because of their ability to heavily sustain your party. By taking a priest, you avoid having to do DPS losing gimmicks like running behind a wall to avoid the mass fire breath as well as missing out on the Priest's defensive/offensive buffs that they give. As with playing with any other support class, you should be treating your Priest like they're your best friend as they can literally decide if you live or die in a dungeon like FD. To give them as little of a hard time as possible, here are some tips on recognizing their skills and abilities.

The first is the basic **Healing Prayer**.



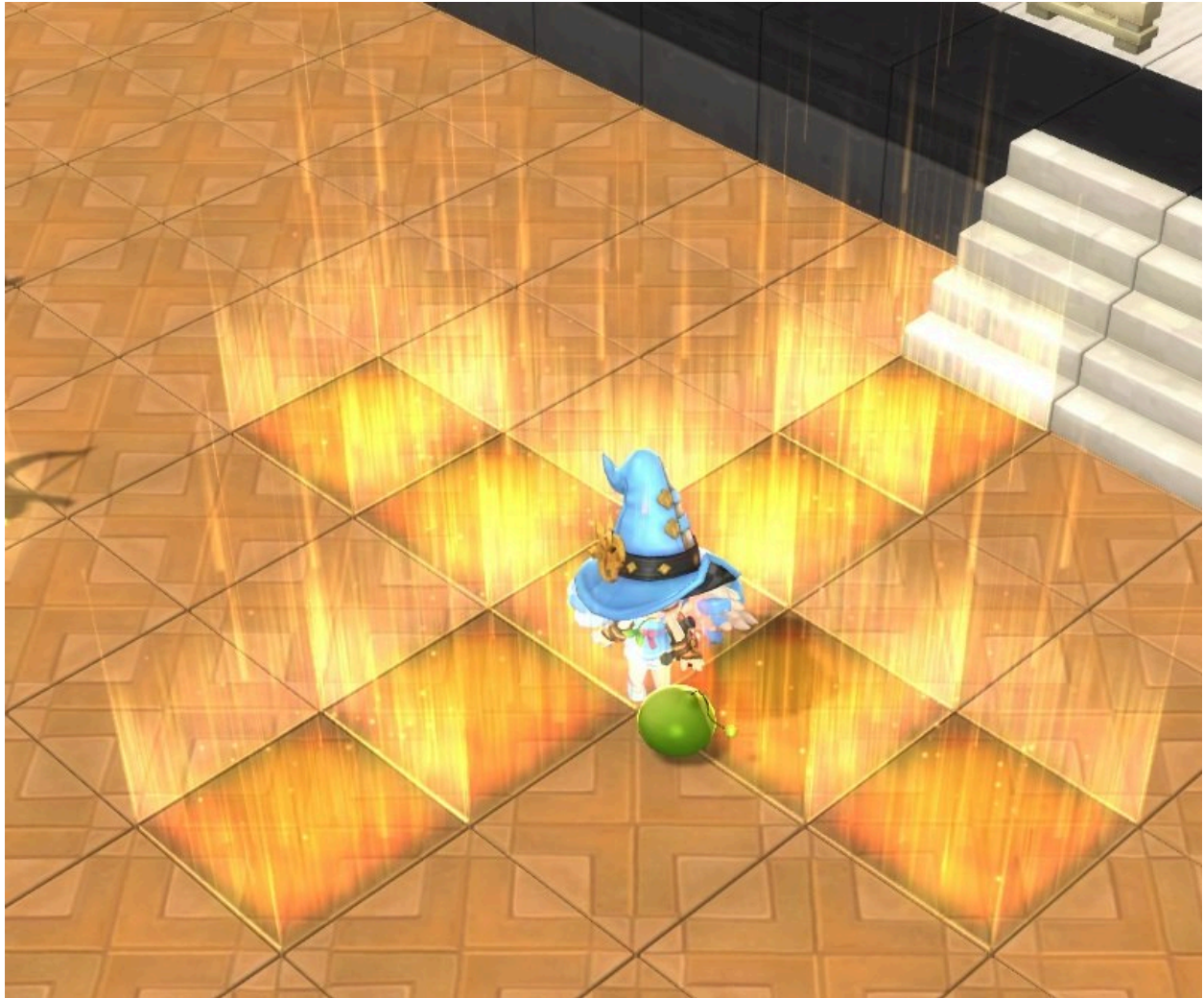
This point-blank area of effect(PBAOE) heal chugs 15 resource per cast and will probably be the skill you'll see your Priest spamming the most. Something to note is that you will NOT be healed if you're inside a hole while your Priest is outside and vice versa.

The second is **Holy Symbol**.



This PBAOE buff circle will grant a really strong buff that will increase your phys/magical attack, **ACCURACY**, and attack speed by a large amount. In addition to that, all allies who stand on top of the circle will gain a buff that rapidly regenerates their spirit for the entire duration. DPS characters can immensely dish out a spike of burst damage in this window as non-CD skills can be spammed without needing to worry about running out of spirit. Has a 3 minute internal CD for characters who touch it the first time.

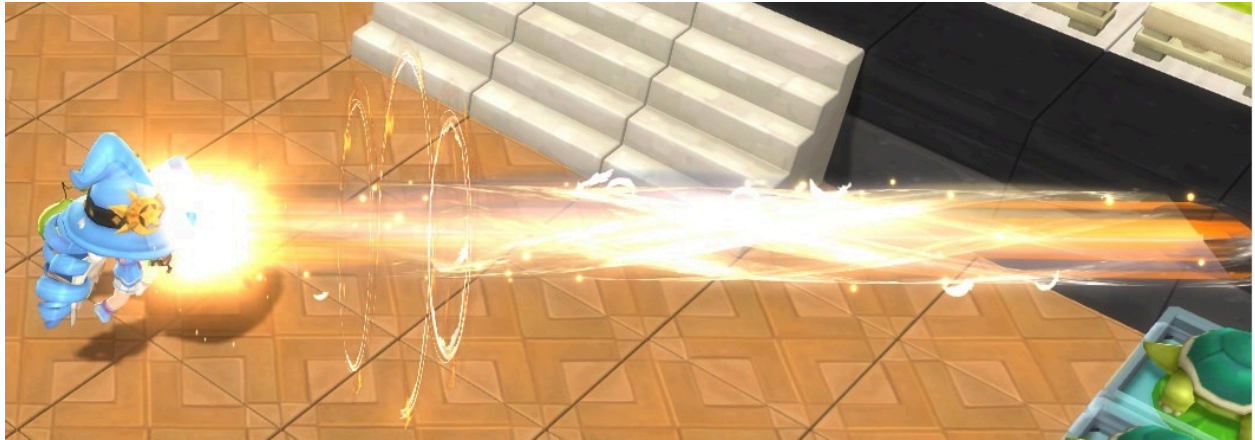
The third is **Sanctuary**.



**Sanctuary** drops a 5x5 cross pattern on the ground which grants a ticking healing buff to any party members who stand on top of it.



The fourth skill is **Angelic Ray**.



This linear shot heal has the greatest single heal amount of all the Priest's abilities. At a cost of 30 spirit and a 10 second cooldown, this skill can be tricky for Priests to land as the area of effect is a very thin line. That's why in dungeons like FD, it's very important for party members to group up in a tight area so that if the need arises for an emergency backup heal spike, no one misses out on it.

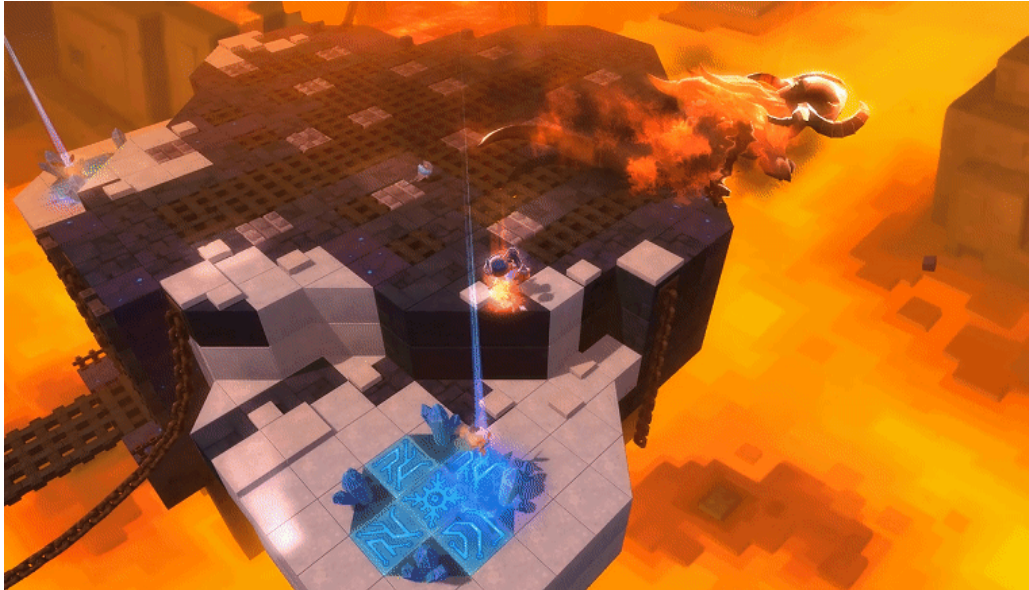
Apart from the four skills mentioned above, Priests can also grant their party an additional defensive buff. **Celestial Blessings** not only doubles up as an attack/defense booster, it also heals on an 11 second CD. Another useful skill is **Shield of the Archon**. **SotA** gives a strong bonus defensive buff for 5 seconds (good if you need to tank in an emergency like Rune Temple's double/triple sword swipes) **however this only applies to the Priest themselves**. Lastly, don't forget that **Priest's version of a dash** actually moves them to an ally. If you're standing directly on top of the Priest, they will not move anywhere when they dash, possibly resulting in them taking damage or a death.

## Boss Moveset

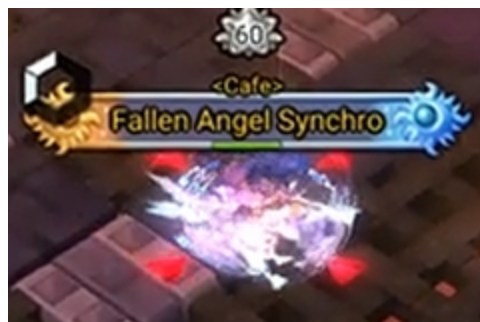
P1 = Phase 1

P2 = Phase 2

### Flaming Multi Charge[P1 only]



One of FD's basic attacks. FD uses at most 8 forward dashes in the direction he's facing with 2 second intervals between each dash. **However in the last 3 dashes(6th, 7th and 8th) he will only have an interval of 1 second between each dash.** Contact damage will inflict burn debuff on your character, stacking up to 10 times. The direction he faces is based on which characters receive the red Target at the beginning of the dash. He will indicate starting the attack by pawing the ground in front of him. Note that the final dash will **always end up in a corner**(as Tail Swipe or Triple Tail Slam will always follow it) so plan your attacks accordingly(*thanks /u/Hawaiiotaku*).



### Windup Charge[P1 only]



Like the Multi Charge, he'll do a forward smash after a brief delay. Although this attack will not inflict any burn stacks on characters hit, it'll knock them up into the air for a quick second. Cannot be dodged by hiding in a hole.

### Flail(WHO'S A GOOD BOY??)[P1 only]



FD's cutest attack. The jumping portions cause no damage however the part where he rolls around will cause **extremely** high damage to anyone caught in it's melee range. Can 1-2 shot characters under 3k GS.



### Flame Breath[P1/P2]



FD's stationary AOE attack. Will rapidly inflict burn stacks on the targets hit. Something to note is sometimes the start animation will be a head raise up but other times he'll just use it after a brief delay. FD will use it 1 time in the brief pause animation, 2 times in the head raise animation and 3 times ONLY in phase 2.

### Tail Swipe[P1/P2]





A highly damaging attack that will only be used after FD has finished a set of Multi Charges. On use, his tail will ignite in flames and whip in a large AOE which hits half the the top platform. In order to dodge this, either run to the opposite half, jump in a hole, or jump down to the healing ledge. If hit by this attack, you'll be knocked down and acquire a burn stack.

### Triple Tail Slam[P1/P2]



This attack will always follow his Tail Swipe attack. FD ignites his tail once again and slams it in an AOE cone in 3 directions one at a time. His order of slamming is random however he will **never** slam the same location more than 1 time. If you're too close to his body, you may get hit anyway even if you're not inside the actual AOE. Getting slapped will stun and moderately damage you.

**ADVANCED NOTES:** If you stand on the **starting** side corner of his Death Ray, you'll be able to continue DPS without getting hit as demonstrated in the GIF below(I still got hit but due to a bug, the position is correct).





## Ground Slam[P1/P2]



FD leaps into the air and comes slamming down with an earth shattering force. Stuns any people hit for 8 seconds if they are unable to dodge the earthquake. This attack hits the entire top platform. In Phase 1 the only way to avoid this is to jump down to the fountain platform. In Phase 2, the only way is to avoid the Ground Slam is to climb into a hole. It's also important to note that **even if a hole looks closed, if you stand on top of it you'll fall into the hole and be protected for that attack**(*thanks /u/LyreGame*). If you miss the dodge however and get stunned, don't fear. FD will be exhausted after the slam and will take a moment to recover without any further attacks. Not a threatening attack at all, it just slows your run down because of all the lost DPS while being stunned.

### Flame Comet[P2 only]



Our first Phase 2 only attack. FD will give a “GOR” audio cue and stand up on his hind paws. He’ll then shoot 6 fireball comets. The comets do not do any damage on impact however they’ll explode after 2 seconds. If hit by the explosion, you’ll be launched high into the air and take burn/impact damage. You have either two options here. You can run around like a headless chicken maintaining your DPS while dodging comets or you can stand at the position in the above picture to completely avoid the comets. Something you should make sure to NOT do is run into a hole as this will make the comet AOE’s very hard to see and possibly killing your teammates. Please be wary of your teammates and don’t trap them into a location with meteors on accident.



### Mass Flame Breath[P2]



FD's other signature move. He'll either do a spin in place or backflip in the air and then coat the **entire** field with a high damage ticking flame breath. This attack can not be avoided by running away or hiding in a hole. The only way parties can deal with this are either out sustaining with a Priest who will spam heals, running to a special sweet spot further back on the left wall (shown below), or climbing to the very top of the arena via the wall. As the latter 2 options are pretty unconventional for most classes without losing a ton of DPS time, the most popular and effective option is to sustain through the breath with a Priest.



## Phases and the Fight

### Phase 1

The first thing you'll notice on entering is FD will be on the middle platform. For party members entering late, beware of the first person aggroing and causing him to charge towards the entrance ladder. After your party is situated, it's just a simple matter of damaging him down and avoiding his attacks. His first attack pattern change will happen when he hits the 75% HP mark(around 36m HP). The grey hole coverings will break to reveal little niches below. From this point on, he will be able to use his Death Ray attack. The Ray is able to be avoided via ducking under it with a hole or by jumping down to the healing fountains. When the boss hits the 36% HP mark(around 18m HP), he will do one last Multi Charge and flee the arena north.

### Phase 2

Upon entering Phase 2, you'll have to chase the boss north but there will be a massive lava stretch blocking the way. So what will you do? That's where our two Erres fairy friends will come in.



The pair will create 2 protection shield emblems on the ground. You must stand in them until you receive a bubble buff that will allow you to cross the lava safely. After your party safely crosses, you should head to the left side of the map closest to the boss.

**ADVANCED TIPS: You can grab onto FD as he phase changes by grabbing onto his tail after he completes his first charge before the second charge that smashes the gates.**



At the start of Phase 2, the boss will only be using his 3 moves, 2 of which are exclusive to Phase 2: Death Ray, Flame Comet and Mass Fire Breath. Something important to note here is that **the boss will always follow a specific pattern of attacks up to his Ground Slam at 20% HP.**

Upon entering the arena, his attacks will always be

**Mass Flame Breath > Mass Flame Breath > Death Ray > Mass Flame Breath > Flame Comet > Flame Comet > Repeat**(*thanks /u/LyreGame*)

Based on the party's clear time of Phase 1, a number of holes will be opened up on the ground. Take too long and there will only be 1 hole close to where you're fighting. Be quick on Phase 1 and all the holes will be open. At 20% HP(10m), the boss will do his final enrage in the form of a Ground Slam and stop using his Mass Flame Breath. After he enrages, all his attacks from Phase 1 **except Windup Charge and Multi Charge** will be useable. Deal with this the same way as you did Phase 1 and the last few percents will be a breeze.



## Class Specific Tips

### Berserker

- Stacks, stacks, stacks. In Phase 1, don't chase. Instead wait for his first dash then try to land another attack before his second dash.
- **SPIN TO WIN**. Berserkers are one of the classes that can attack the boss while you're hiding in the safety of your hole. Only **Death Spin** and **Void Slash** will work(Thanks to /u/Cherle).

### Knight

- 1 order of a Tank-o Supreme please. **Iron Shield** can tank anything from Death Ray to Mass Fire Breath. Use if caught out or need some breathing room.
- **HOLES BBY**. **Stinging Flurry** will be your primary DPS while inside a hole. Knight's version of Spin will not hit.
- Give as much uptime to **Warhorn** and **Shield Toss** as possible if you're running them.
- **Shield Charge** and **Drill Thrust** are important mobility skills to dodge charges in Phase 1 or close the gap between holes.

### Wizard

- **Blink** is one of the best combat mobility skills in the game. Ezpz Phase 1 dodging charges. The window between each Multi Charge is 2 seconds.
- Macro your **Flame Wave**. If you don't know how, check the guides section at the bottom.
- Allocate 10 points into **Magic Armor** if you find yourself dying often.
- Try not to drop **Flame Tornado** when he's charging as you'll lose a few ticks worth of damage.

## Priest

- Flame your teammates for not grouping around you. 🤔
- **Angelic Ray's** hitbox for healing allies is very thin. Beware when aiming.
- Your **Healing Prayer** cannot hit allies if they're in the hole while you're outside or vice versa.
- Consider saving **Shield of Archon** if you're about to be hit by a Death Ray and cannot dodge in time.
- If an ally is standing directly on top of you, your dodge will keep you in place(because it targets allies).
- Be careful when dropping **Holy Symbol** or **Sanctuary**. These buffs are very bright and can cover up or make holes very hard to see for allies(*thanks /u/Hawaiiotaku*).
- Because **Sanctuary** drops a floor cross pattern, it's possible to put it inside a hole and have it overlap to the outside also.
- **HOLEY LIGHT UPON YOU.** **Celestial Blessing**, **Angelic Ray** and **Sanctuary** are methods to heal allies while you're on a different elevation as them(*thanks /u/KyrosQF*).
- **HOLEY LIGHT SMITE YOU.** **Angelic Ray**, **Holy Blast**, **Holy Relic** and **Sanctuary** are all ways to damage FD while sitting inside a hole(*thanks /u/KyrosQF*).

## Thief

- IN PROGRESS

## Assassin

- IN PROGRESS

## Archer

- Utilize your **Eagle Glide** in Phase 1 although beware the heavy stamina cost as well as being locked into its animation. Your character will be registered in the position of where you started until the very end so if you dodge too late, you'll be hit.
- **Evasive Salvo** can be a way of maintaining DPS while dodging Flame Comet however sidestepping them is usually preferred as it's quicker.
- Minimize movement during Triple Tail Slam. Always dodge towards the first safe spot available(the spot after the first tail slam).
- In Phase 1, prioritize your DPS by firing **Screwdriver Shot** whenever possible. Receiving burn stacks is okay as long as you don't exceed 3 or more.
- **MAKE IT RAIN.** **Arrow Rain** can hit FD while you're inside a hole.

### Heavy Gunner

- Be careful when managing your stamina for dodging with **Jet Boots**. At a cost of 60 stamina, you can do 2 in succession so move preemptively by walking to dodge FD's attacks.
- Fire **Magnetic Bomb** and **Rocket Launcher** right before he uses Death Ray as it will allow you to keep a nice DoT on FD while you're hiding.
- **FIRE IN THE HOLE**. **Homing Missiles** can damage FD while you're inside a hole.

### Runeblade

- IN PROGRESS

## Rewards

- Shadow Hunter(Murpagoth) weapons
- Pyrros Gloves/Ring
- Epic Exquisite Armor Pieces
- Absolute Earring Fragments(**BEST IN SLOT**)
- Absolute Cape
- Pyrros Fard(Combat Pet)



## Help I Joined a PUG and I Have No Idea What I'm Doing

Lazy AF? Short on time? Well here's a tl;dr on how to clear FD.

**Use at your own risk.**

- Love your Priest
- Holes good. Fire bad. Blue fountain clean.
- LASERS KILL YOU. GET UNDER. GORRRRRRRR
- Hug your Priest like your life depends on it.
- Don't stand in front of the fire doggo.
- Thank your Priest for carrying you afterwards.
- If you don't have a Priest, be prepared to OD on pots

## Other Links and Resources

- ★ Aegishield's and Synchro's MS2 Mega Guide -  
[www.bit.ly/AegishieldMS2](http://www.bit.ly/AegishieldMS2)
- ★ Maygi's Priest Guide -  
[https://docs.google.com/document/d/1eVdAmNP0pz\\_BiqtpnQ0RRvh6v0jzT2GHP99fli9yIvc/preview](https://docs.google.com/document/d/1eVdAmNP0pz_BiqtpnQ0RRvh6v0jzT2GHP99fli9yIvc/preview)
- ★ How to Flame Wave Macro and What It Does -  
<https://clips.twitch.tv/CoyBoxySashimiKreygasm>

Lastly thank you to my friendly guild Cafe and friends for all the tips they contributed and runs we went through to make this happen.