

Hello, I am **Pewtine**, from **NA-West**.

Disclaimer: This written guide was made based off how I experienced and learned the dungeon, how I ran it with pugs/guild, and some are through my observations. If there are any discrepancies or mistakes, please do let me know.

Information: People may not need this anymore since the Hard dungeons are available since day 1, but I'm hoping it will help players that had never run other dungeons due to the FD/LAB farming for the weapon upgrade.

Edit: Added Fire Dragon notes.

Objective: I made this written guide since in preparation for the dungeon changes this coming December patch.

Fire Dragon (Pyrros)

TL;DR: Cleanse burn debuff, dodge lasers, tail whips, tail slams and fire balls

Note: Most efficient way of doing FD is stacking on the corner near the right ladder by the entrance, so if he charges, he's stuck in one place, party would be under the boss all the time, helps to burst down the boss faster.

1. Phase 1 (ends at 40% hp, can be burst down further)
 - a. Dragon's attack pattern are as follows:
 - i. **Burn debuff**- Certain attacks from the boss will apply a burn on you, which stacks. The higher the stack the more damage you take.
 1. To cleanse the burn, stand on the blue platforms by the south and west part of the map where you will see a fairy called "Erres".
 - ii. **Flame Dash**- Pyrros will dash towards a target and will apply a burn when it hits.
 - iii. **Ram**- a charge attack that knocks you up.
 - iv. **Fire breath**- A cone aoe that applies burn if you get hit. You get 2 stacks if you are being hit during the whole duration of the breath.
 - v. **Earthquake**- At 40m HP and 35 HP respectively, Pyrros will roar and apply a stun on its initial hit. Ways to avoid the stun:
 1. Jump and fall off the platform,
 2. Jump down where Erres is
 3. During the animation, the gray panels on the platform are available of use already so you can hide underground/ in the holes

- vi. **Tail Whip-** a rectangle aoe coming from his behind, happens usually after Pyrros finishes his dashes. Ways to avoid tail whip:
 - 1. Getting out of range
 - 2. Grabbing onto his body
 - 3. Staying in front of his head
 - 4. Hiding in the holes
- vii. **Tail Slam-** a cone aoe that usually happens after tail whip. Pyrros does this 3 times, (left, right, center- in no specific order). Also applies burn when you get hit.
 - 1. You can stay on the edge of one side where he slams his tail and you won't get hit. Keeps dps uptime
- viii. **Flail-** Pyrros jumps and roll over, it does a circular splash damage.
 - 1. Dodge by getting out of his melee range
 - 2. Hiding in the holes will still hit you
- ix. **Lasers-** Post 70% of Pyross's HP he will start using his lasers, it's a wide linear aoe that goes from right to left or vice versa. Easiest indication you'll see when he's about to do the laser is when Pyross stands up on two feet and tilts his head, wherever he tilts his head first, that's where the laser will start. Note that the laser sweeps the whole arena. Ways to avoid the laser:
 - 1. Jumping into the holes
 - 2. Jump and fall off the platform
 - 3. Jump off and go where Erres is

2. Phase 2

- a. Pyrros' attack pre 11m HP: (*rotation is Large fire breath 2x> Laser> Large fire breath > Fire balls- repeat until he phases*)
 - i. **Large Fire Breath-** Pyrros will turn around and shoot a room wide fire breath (cone aoe). Things to note:
 - 1. Priest can outheal the damage from the large fire breath, so if you have a priest, hug him/her.
 - 2. If you are not running with a priest, hide behind the 2nd pillar of the arena, where the tip of the fire breath ends.
 - ii. **Laser-** it's a wide linear aoe that goes from right to left or vice versa. Easiest indication you'll see when he's about to do the laser is when Pyross stands up on two feet and tilts his head, wherever he tilts his head first, that's where the laser will start. Note that the laser sweeps the whole arena. Ways to avoid the laser:
 - 1. Jumping into the holes
 - 2. Jump and fall off the platform
 - 3. Jump and climb the pillars and reach the top
 - iii. **Fireballs-** Pyrros shoots out fireballs that land on the ground it's a circular aoe, applies burn and knocks you up.
 - 1. Classes like Wizards, Heavy Gunners, Priest and some Assassin abilities are able to keep dps uptime during this phase by hiding behind the pillar near Pyrros.
- b. Rotation ends after he uses **Earthquake**.

- c. Pyrros' attack post 11m HP
 - i. **Fire breath**- A cone aoe that applies burn if you get hit. You get 2 stacks if you are being hit during the whole duration of the breath.
 - ii. **Tail Whip**- a rectangle aoe coming from his behind, happens usually after Pyrros finishes his dashes. Ways to avoid tail whip:
 - iii. **Tail Slam**- a cone aoe that usually happens after tail whip. Pyrros does this 3 times, (left, right, center- in no specific order). Also applies burn when you get hit.
 - iv. **Fireballs**- Pyrros shoots out fireballs that land on the ground it's a circular aoe, applies burn and knocks you up.
- d. At around 7.5m HP until Pyrros dies, his rotation will be as follows:
 - i. **Laser > Fire breath > Laser > Fire ball > Laser 3x > Fire breath**
 - 1. Note that the Laser 3x, 2 lasers will be coming from the right, last one will come from the left.

Labyrinthine Halls

TL;DR: 3 rooms to clear with a bunch of adds, 4th room will be the (Kabo) boss's room.

Note: I recommend running this with a priest, just so you can face tank everything (the adds, the boss' stacks)

- 1. First room
 - a. 2 sets of adds, the left one has poison floors, so you take damage over time by staying on those panels. Ideally you want to split the group to clear both sides faster, but if you want to play safe, you clear the right side first then go left.
 - b. Make sure to kill "**Dark Construct**" mob, they are the ones healing the enemy group.
- 2. Second room
 - a. 2 sets of adds, clear the left side first.
 - b. Make sure to kill the **Sultan** (he provides the defense buff to the warlords)
 - c. Throw the purple jars towards the warlords to remove their defense buff, kill them afterwards.
- 3. Third room
 - a. Clear the middle mobs first, split the group, left and right.
 - b. Make sure to kill the mob named "Carl" right away, his stuns are annoying. (Yes fuck Carl)
 - c. Proceed to the next portal (Boss's room)
- 4. Boss Room (Kabo)
 - a. Each hit you take from the boss gives you a stack (damage over time), maximum of 5 stacks that lasts for 18 seconds, (reason why i prefer running this with a healer is so you can face tank the stacks)

- b. Kabo summons adds that heals him over time, ignore the adds and focus on boss, a decent party can out-damage the healing from the adds.
- c. He summons vortex that deals damage when you stand on them and slows you at the same time.
- d. The cross panels in the boss room will occasionally light up and will deal damage over time if you stand on it.
- e. He shoots lasers, can be a teleporting laser, pretty easy to predict where it will be coming from, so just dash away from it.
- f. He stabs, and he does a teleporting stab as well, not a 1 hit mechanic but gives you a stack.

Lubelisk

TL;DR: Make sure that both the boss and the adds are being dealt with, if either is/are left alone, party is fucked.

Note: Make sure to have at least 1 range DPS. Priest isn't really required, but is always welcome. On the last phase, if you fall off from where the boss is, swim towards the edge and fall off, you'll respawn on top of the boss.

1. Phase One

- a. Varrekant's attack patterns: (Not really familiar with the specific boss' skill so I will use my own terminology).
 - i. Green blades- a circle aoe puddle that are being summoned by the boss, easy to dodge.
 - ii. Rotating slash- He would spin with his blade, dealing damage to whoever is in the proximity of the spin, again easy to dodge.
- b. Assign someone to stay on the boss, and the rest of the party goes around and kill the adds.
- c. Starting off with the adds being spawned, (A group of mobs on both sides of where the boss is). Make sure to kill them as fast as you can, since they apply a damage debuff (max stacks of 3).
- d. Kill the adds, when adds are dead go back to boss and dps. Rinse and repeat. The phase should end at about 12.1m HP

2. Phase Two

- a. One hit KO's to watch for;
 - i. **Room wide purple aoe**- When you see Varrekant levitate from the middle, he will cast a room wide purple aoe that will kill you. You can avoid this by;
 - 1. Staying in the middle
 - 2. Jumping to the platforms where the echos (adds) spawns-Top/bottom right and left.
 - ii. **Red aoe**- He will jump to the middle and casts a skill that will suck you towards him, if you get caught in the middle when he slams the sword, you are dead. You can avoid this by;

1. Dashing away from the middle
 2. Please if you have a priest, don't block him/her. Have mercy on them
 - b. Varrekant will summon two of his shadows (echos) that goes to the bottom left and bottom right corner of the map.
 - c. You can split the party to 1-2-1, both 1's take the adds on each side and the 2 will stay in the middle and keep the boss company.
 - i. When you see Varrekant summons his shield, means either one of the echos will cast the **Shockwave** cone aoe (this cancels Varrekant's shield). So make sure the people on the echos calls out where the cone aoe is being casted then people from the middle can lure the boss to that side.
 1. One way to make the **shockwave** always hit Varrekant is to lure him directly south, so wherever the **shockwave** will come from, it will always hit.
 - ii. Rinse and repeat. His next phase should start at 6.1m HP but if you have good dps, you can even get him to as low as 4.5m HP (lowest I've seen so far)
3. Phase Three
- a. Varrekant's rotations would be the same all through at minus the *Room wide Purple Aoe*.
 - i. Range DPS will be recommended to deal with the adds, the adds will do the same just like on phase 1, where you get a debuff and reduces your damage stacks 3x.
 - ii. I highly suggest to have all 3 other people on the boss, and range dps on the outer platform and here's why;
 1. Range DPS can bait the **Shockwave** cone aoe (the one that destroys the panel), so you can basically position yourself where you can deal with the adds and keep dps uptime on the boss.
 2. Having 3 people on Varrekant makes the run faster.
 - iii. At 5% HP will desummon the adds if he had summons, Range dps can go focus the boss until it dies.

Temple of Immortals (Balrog)

TL:DR: As much as possible, try to stay behind Balrog.

Note: If you play a priest, and running with a knight, please pop your Holy Symbol during the One hit mechanic phase, it should come off CD by the second one, the burst is insanely good. If you are not running with a knight, please do pop off the HS during his swipe>slam rotation. (Taken into consideration that it's an average party with average DPS)- A full group of +15 can phase Balrog very fast that you only need 1 HS for the whole duration of the fight, adds don't even spawn.

1. Phase 1- 100%
 - a. Balrog's attack patterns:

- i. **Roar-** will give you a debuff that slows you and reduces your damage.
- ii. **Charge-** will target the closest person. Balrog will usually charge 2-3 times, last one gets himself stunned for a split second.
- iii. **Swipe, Swipe, Slam-** Balrog will do two side swipes and a slam that will leave a fire puddle (damage over time) on the ground. Note that once he starts this move, he's locked on the animation, hence if you are not running with a knight, you'd want to pop **Holy Symbol** here.
 1. Roar, Charge, Swipe and Slam will be his rotation until he gets to this next phase.

2. Phase 2- 80%

a. Balrog's attack patterns:

- i. Balrog will jump to the center and will use **Falling Rocks**, and will summon pillars. Things to note:
 1. These pillars are used to avoid the 1 hit mechanic- **Room wide AoE Swipe**
 2. You need to jump to the highest platform to survive.
 3. If you are running with a knight, you can just stay in the middle and get shielded by **Knight's Bulwark**.
 4. If you are running with a knight and you are playing a priest, pop your Holy Symbol during this phase, It's a free dps burst Knights can burst as well as long as they time their **Bulwark at the exact hit**.
- ii. Balrog will summon mini dragons that shoot **homing fireballs** they will be summoned on the top left and top right of the map. Things to note:
 1. Assign people that can deal with the adds, and assign a person/people that will keep the boss company.
 - a. Make sure that if you are on the boss, that Balrog is facing towards the bottom of the map, just so the people who are assigned on the adds won't get fucked.
 2. Falling rocks will be part of his rotation after this phase.

3. Phase 3- 55%

- a. Balrog will jump to the center and will cast a room wide purple aoe that does % hp based damage, ticks 2x and stuns you at the same time. Things to note:
 - i. Stay at the center during this phase and stand by your healer.
 1. Priest- can cast **Sanctuary** for healing over time and use your **Healing prayer** just so everyone's topped up before the stun.
 2. Priest- Cast your **celestial blessing** after the stun then dash to the side to avoid the **roar**.
 - ii. After the stun, dash away from the middle so you can dodge the roar, though sometimes Balrog changes his direction for the roar depending on who he's aggro'd at.

iii. Rinse and repeat until the next phase.

4. Phase 4- 25%

- a. Balrog will again jump to the center and will use **Falling Rocks**, and will summon pillars, to do the one hit mechanic. *(Please refer to phase 2 for the specifics)*
- b. Balrog will combine all of his rotations, new ones here will be the **Falling Rocks** and **Room wide purple aoe**. Things to note:
 - i. He will first cast **Falling rocks**, try to avoid them as much as you can, it will be followed up by the stun from the **Room wide purple aoe**, then he will use **Roar** then **Charge**.

5. Phase 5- 15%

- a. Balrog Rotations will be the same as Phase 4 minus the one hit mechanic.
- b. An RNG aspect will be involved, Tristan (NPC) will spawn occasionally and can help you fight Balrog.
- c. Tristan can stun Balrog, this is when you see Tristan raises his sword. DPS Balrog down until he's dead.

PS: Another thing to note about Balrog run. On a high dps party composition (A party of +15's) Adds can be skipped, burst Balrog during his 1 hit mechanic phase, just die and respawn, (Holy symbol is extremely good to pop during this phase)

BeyondLink Tris (Kandura)

TL;DR: If you have the **red buff (Kandura's offensive command)** kill the adds, if you have the **purple buff (Kandura's curse)** Stay on the boss. Dodge the accuracy debuff.

Note: There is a way to cheese Kandura's 2nd phase where you won't need to kill all the adds, and just dps him on one corner. However I find this slower compared to doing it normally.

1. Phase 1- ends at about 18.3m HP- (can be burst down further)

- a. As soon as you enter the dungeon, you'll see an elevator that can be activated by using the lever that goes down towards where Kandura is.
 - i. You can activate the dungeon sequence by jumping off the platform- By doing this the mini bosses will spawn (left and right sides), pull the lever where Kandura does an animation where he shakes his head that looks like he just sighed.
- b. There are mini bosses, left and right. Kandura jumps on either one of the side.
 - i. Burst him down to 18.3m to make him go to the next phase, (Recommended)
 - ii. Other way to make him go to the next phase is to kill both of the mini bosses.

2. Phase 2- ends at about 8.7m HP (can be burst down further)

- a. Kandura's attacks: (Things to watch out for)

- i. **Kandura's Offensive Command**- If you look at your debuff bar, it's a buff that makes you deal extra damage to kill the shades. If you get this buff, make sure to kill the shades ASAP.
- ii. **Kandura's curse**- this is a debuff where if you get hit by the projectiles from the shades, you lose SP.
- iii. **Accuracy debuff**- Kandura will look like he's charging then he will release 3 transparent looking screens, that if you get hit, it will apply an accuracy debuff.
- iv. **Sword Slam**- a linear slam attack, can be deadly if it crits.
- v. **Green dust**- it's a damage debuff, stackable 3 times. (same as adds in Lubelisk)
- vi. **Swipe**- an attack that applies a damage over time, (would look like a claw on your debuff bar)
- vii. **Room wide AoE attack**- happens when he absorbs enough orbs from the shades (If they aren't killed fast enough). Kandura gains a defense buff during this situation. He does this for a good 10 seconds or so. During this phase he applies a DoT and the accuracy debuff.
- b. TL;DR: Make sure if you get *Kandura's offensive command* (red buff) kill the shades immediately to avoid the **room wide aoe**. A +15 party can do the whole dungeon run sub 3 minutes.

3. Phase 3- Last phase

- a. Kandura's attack patterns:
 - i. **Accuracy debuff**- Kandura will look like he's charging then he will release 3 transparent looking screens, that if you get hit, it will apply an accuracy debuff.
 - 1. During the fight, some blocks would be destroyed on the platforms, making some holes. You can use these holes to dodge the accuracy debuff.
 - ii. **Sword Slam**- a linear slam attack, can be deadly if it crits.
 - iii. **Swipe**- an attack that applies a damage over time, (would look like a claw on your debuff bar)
 - iv. **Laser**- will target someone with a laser, an animation can be seen while he's casting it, moves 3 times based off the target's movements before Kandura lanches and shoots.
 - 1. Note: Laser still hits you if you try dodging it by staying in the holes.
 - v. **Absorption**- Kandura will jump to the middle area of the map and will suck everyone in, will apply a stun and will absorb someone.
 - 1. The person absorbed by Kandura can't do anything until he goes to the next phase. *Tip: Do your life skills if you get absorbed *wink**
 - 2. it's always 4 sets of attacks before the **Absorption** (and if everyone avoids it, he will then do 3 sets of attack before attempting the **Absorption** again).
 - 3. Some ways to avoid getting absorbed:

- a. Fall off from the platform
- b. Dash through the upper right corner of the middle platform. (the suck won't hit you from there)
- b. At 2M HP he should phase where he goes to the top right corner of the center platform, he will released the person he absorbed. Rotation will be between **Sword Slam, Swipe and Accuracy Debuff**. DPS Kandura until he's dead.

Credits: Thanking some streamers that I usually watch when I'm idle at work, got some tips and tricks from watching them, and to the people I met in game.

- <https://www.twitch.tv/vero>
- <https://www.twitch.tv/saintoneline>
- <https://www.twitch.tv/mrhappy1227>
- Piterisonfire (reddit)
- NohSukYoo and Morkan (EGC Community Discord)