Maygi's EO 1-100 Handbook (Solo/Party)

~ Deep Dungeon Guidebook ~

Palace of the Dead Hea	aven-on-High <u>E</u>	Eureka Orthos	<u>Pilgrim's Traverse</u>
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Hi! Feel free to DM me on Discord at Maygi#4987, or maybe catch me live sometimes at twitch.tv/maygii!

I have published a video guide series on Youtube! I cover all mobs and boss mechanics as concisely as I can. Watch it here



~ INTRO ~

Welcome to my Eureka: Orthos guide!

This is the third guide in my Deep Dungeon guide series. Each guide covers the basics of Deep Dungeon in a similar fashion, so feel free to skip sections you are already familiar with.

I personally really love deep dungeons and have solo cleared all 3 deep dungeons (view some media <u>on my Twitch channel!</u>). On 3/10/23, I claimed world first Scholar clear for Eureka: Orthos!

On 3/25/23, I cleared on Arcanist!

Find me at...

- Twitch (@Maygii)
- Youtube (@Maygi)
- <u>Twitter / X (@MaybeMaygi)</u>
- Discord (Community Server)

If you have any questions at all, or would like to discuss solo strategies and whatnot, please send me a message at **Maygi#4987** on Discord! I love messages and I love answering questions!

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~Video Handbook~

I do video guides now! If you'd prefer to have some visuals of things explained in this guide, or want to hear me explain things to you instead, I'd recommend checking these out!

EO Handbook: Video Version [Playlist]

EO Handbook: Introduction

Floor 1-30

Floor 31-40

Floor 41-50

Floor 51-60

Floor 61-70

Floor 71-80

Floor 81-90

Floor 91-100

~Basics~

This section is going to go over basic Deep Dungeon mechanics with a few neat tips/tricks you may have not known. If you are experienced with Deep Dungeon, feel free to skip this section!

Video Overview

EO Handbook: Introduction

Overview

Eureka: Orthos is a duty that can be entered with 1-4 players. To unlock it, you'll need to have fulfilled the following requirements:

- Level 81+
- Completed Endwalker MSQ (post-EW not required)
- Completed Floor 50 of Palace of the Dead
- Talk to Koh Rabntah at Mor Dhona and complete the "Delve into Myth" quest

There are two types of party you can enter with - **Fixed** party, and **matched** party. A **fixed** party means that you are progressing through the floor sets with the same, unchanging party members (on the same classes). A **matched** party randomly matches you with other players on the same floor set. **Matched** parties can only progress up to floor 30 (out of 100). Floors come in sets of 10, and you can take breaks between sets as necessary. You must be level **81** or higher to enter Eureka: Orthos.

If your entire party is defeated on a particular floor, you will receive a **party KO** and the duty will end. When the duty ends in this way, no experience, aetherpool, pomanders, accursed hoard, etc are saved/gained. In addition to that, to enter Floors 31+ of Eureka: Orthos (also known as the **Challenge Floors**), you need to have a **party KO** count of 0. While party KOs before floor 30 will still allow you to progress up to 30, any wipe either before or after 30 on a certain file will prevent any progress past floor 30. This means that if you wipe at any point - either floor 99 or floor 5 - you're going all the way back to floor 21 (or floor 1 for the solo achievement). There's a lot at risk in terms of time investment, so it's good to make sure you're ready for anything before tackling this duty - which is why you're reading this guide! (good for you~)

Note that, if you resurrect with a **Pomander of raising** as the last (or only) person, it will not count as a wipe. If everything goes to hell in a party and you're the last person alive, inevitably

about to die to whatever everyone else died to - then pop a Raising as soon as you can to try to save the run!

Why run Deep Dungeon?

It's a nice change from normal dungeons, in my opinion. It's a place where party comps can be flexible, and yet still challenging even if you bring a tank. Unlike normal dungeons/trials/raids that will eventually become trivialized as newer gear and higher level caps come out, Deep Dungeon will always be relevant and hard-capped at its respective level cap.

Deep Dungeon	Location	Level Cap
Palace of the Dead	Quarrymill	60
Heaven-on-High	Onokoro	70
Eureka: Orthos	Mor Dhona	90

Also, you get some nice loot that you can sell for gil! Silver bags, from Floors 31-70, give minions, unique housing items, glamour items, and more.



Gold bags, from Floors 71+, give weapons and have a chance to drop the exclusive Orthos Craklaw Horn, which can fetch around 20 million gil on the market board (at of 3/12).

Markets			*
Item	Price	Qty.	Total Price
Word of the Demon 🥱	295,000p	1	295,000ə
Seiryu's Sanctified Rapier ና	490,000⊋	1	490,000⊋
Shinryu's Ephemeral Cane 🥱	197,000 _P	1	197,000⊋
Shinryu's Ephemeral Epheme	432,000 _P	1	432,000 ə

Protomanders (referred to as Pomanders)



Pomanders are deep-dungeon specific items that you receive from gold chests and are critical in higher floors. Demiclones are received from silver chests. Check the <u>Pomander</u> section for specific information.

~Looking to become a [Once and Future King/Queen]?~



Are you looking to complete a solo clear? Then there's a few things you need to know first!

The Rules

To qualify for the achievement for clearing floors 1-100 solo, you will need to:

- Complete floors 1-100 in a single save file.
 - You MUST start from floor 1, and any death or disconnect means the run is over and you need to start from floor 1 again.
 - You can take breaks every 10 floors (log out, leave the lobby, etc)
 - If you want your score recorded on the Lodestone score rankings, **you must be in your Home World.**

Preparation

There are several things you can do to prepare yourself for success:

- Max out your aetherpool. While you can start a solo run at lower aetherpool, it's recommended to be max, or close to it, to avoid being at a disadvantage at any point in the run. (you can level up your aetherpool in other save files by running with parties)
- Be prepared! Because you're here reading the guide, that's a great start. I would highly recommend watching some media of the higher floors to get familiar with them before you go in remember, it takes hours to grind to the high floors, so you want to get the best run you can!
- Bring consumables. There are plenty of consumables out there that can help you in your run...

Image	Item	Description	Acquisition
99	Hyper Potion (HQ)	Heals you 25% of your max HP, max 11000. (Cooldown: 67 seconds). A direct upgrade from super potion, but a bit more expensive.	Eureka: Orthos, crafted or purchased from the market board
	Orthos Potion	Grants Rehabilitation (HP regeneration) for 30 seconds, restoring around health per tick. (Cooldown: 15 seconds)	Trade Orthos Aetherpool Fragments (20 potions for one)
30	Tincture (HQ)	Any Grade 7+ Tincture will be fine for this. These will boost your damage by a fair amount, saving you time in the long run, but will lock you out of your Hyper Potion cooldown for the duration of its cooldown. (Cooldown: 270 seconds)	Crafted, or purchased from the market board
99	Food (HQ)	Any Endwalker+ HQ food is fine for this. These are mainly for the +10% Vitality boost (essentially +10% max health), and the small damage boost.	Crafted, or purchased from the market board

~Solo Tier List~

Every class CAN solo - but which ones are easier? This list is for Eureka: Orthos specifically, rankings **jobs in order of how easy it is to clear**. Certain jobs have a lot more potential for speedclears/highscore runs, but are very technical.

Recommended: DPS > Tanks > Healer

Mobs do a trivial amount of damage here compared to Palace and HOH - it's all about the mechanics. As such, you'll find that running a DPS helps you with those tight time checks, as mobs are quite beefy...

~Traps~



Credits to this reddit thread for images. In order, these traps are:

Impeding - silences and applies pacification to anybody in the radius (including mobs). Both are removable with Esuna, and echo drops can remove the silence. **All mimics are affected by the pacification, preventing them from applying Accursed Pox.**

Owling - turns the person who stepped on it into an Owling for 30 seconds, which has 50% reduced HP and cannot use any skills/items. Your worst enemy when solo, and why you should NEVER run into a room when fighting.

Landmine - deals 80% current health damage to anything in the vicinity. Can be used to <u>clear</u> <u>out a ton of mobs quickly</u>.

Luring - summons 3 random monsters from the floor (including patrols). All of them will aggro onto whoever hit the trap, but will not move for a few seconds after being summoned.

Enfeebling - applies a 1 minute debuff to the person who stepped on it, increasing damage taken by 30% and reducing damage dealt by 30%. Not removable with esuna.

Traps will spawn randomly in any floor **except the starting room.** To minimize the chance of stepping on a trap, hug the walls and trace paths that your teammates take.

~Mimics~

Sometimes when opening chests, you'll come across a mimic. These mobs autoattack extremely hard relative to other mobs on the floor, and can apply a nasty 10-minute debuff **Accursed Pox** on one random player on their aggro list. This debuff is only curable with the **Pomander of Purity**, and prevents HP from regenerating (even out of combat) while reducing damage dealt by roughly 10%. Here are ways to deal with them:

- **1)** Avoid chests. When you don't NEED items, especially solo, you can negate the risk of opening a mimic by simply not opening chests. Mimics appear from specific chests depending on the floor set:
 - a) Floors 1-30: Bronze chests only
 - i) It is possible to **detect mimics from bronze chests.** If you cast a spell and attempt to open a bronze chest mid cast and receive the message "Unable to execute command while casting", that means that the bronze chest contains a mimic.
 - b) Floors 31-60: Silver chests only
 - c) Floors 61+: Gold chests only
- **2)** Crowd control. Again, different colored mimics have different immunities. "Interrupt" will refer to Head Graze (Ranged DPS) / Interject (Tank).
 - a) Bronze mimic: Can interrupt pox cast with silence/stun/knockback/witching/interrupt
 - b) Silver mimic: Can interrupt pox cast with stun/witching/interrupt
 - c) Gold mimic: Can only interrupt pox cast with interrupt
- **3)** Just don't deal with them. Perhaps the floor effects were already ugly, the floor layout isn't looking good, or you just see 500 patrols, and now a mimic as well, and it's a fresh floor so you still need a ton of kills. Consider using **Dread** or **Storms**!

~Protomanders~



Protomanders (Pomanders) are valuable items that define the success of a run. Using them to the maximum benefit is crucial to clearing solo. *So... when should you use a certain pomander?*

As a general rule of thumb:

- Use what you *need* to in order to clear/survive in higher floors.
- Use poms willy nilly in early floors for convenience, giving yourself enough time to recover for the harder floors.
 - Typically, you can feel free to use Strength/Steel/Witching/Sight/Safety, as well as Storm to a lesser extent, up to around floor 40 or 50 for solo. Using Dread is **not recommended** due to their very low drop rate (it is not uncommon to go several floor sets without picking up a single one).

Safety

Removes all traps from the floor.

- Use when you want to clear a treasure room with Dread and need to walk in the middle of the room to AOE / pick up chests
- When you want more kiting room when pulling a large amount of mobs

Sight

Reveals all traps from a floor, as well as the map.

- When you need to verify the location of an exit beyond **treasure rooms** and **proximity aggro** mobs
- When you need to do a large pull and find a **landmine** to blow them up quickly (a risky, advanced solo strategy to save time)
- When you really want to min-max your score but don't have time to check some rooms

Strength

Increases damage/healing by 30% for 8 minutes.

- Use in conjunction with **steel** to get more mileage out of it
- When you need to catch up on time

- When you use **witching** against something you accidentally pulled and can't fight, but need to kill quickly
- Recommended to use on floors over the boss, as you will use a Demiclone on higher bosses which will do half (or more) of your damage.

Steel

Decreases damage taken by 40%. Does not apply to % health damage.

- When you want to do big multi-pulls
- When you accidentally pull multiple mobs that you'd rather not sacrifice **raising** for (either because you have a free **strength** running, or because you already invested time into killing one of them) and you can't survive otherwise
- For a bit of a safety cushion on bosses (some boss skills will one-shot DPS in later floors, but you can survive a hit with Steel)

Affluence

Increases the amount of chests on the NEXT floor. Sometimes you may see 2-3 chests in a non-treasure room, sometimes none. It's RNG.

- When you need to refill various items

Flight

Decreases the amount of enemies on the NEXT floor. This reduces the amount of kills to open the Cairn of Passage from roughly 6 to 3, speeding up the floor. Treasure rooms still may spawn on a flighted floor with the standard amount of mobs.

- When you need to save time

Alteration

Changes all the enemies in a random room on the NEXT floor to a mimic or mandragora. Mimics are hard-hitting mobs (described later in **Purity**), while mandragoras are passive mobs that die in 1 hit. Both mobs have a **very high chest drop rate.**

- When you need to refill various items, and want to save time as well (it's still a gamble, but it can help!)

Purity

Removes the **accursed pox** status inflicted by mimics. This is a 10-minute debuff that removes natural healing, deals damage over time, and decreases damage dealt by 10%. Never underestimate the damage from pox. While pox may tick up to 600 damage per tick on higher floors, remember it also disables your natural regen, which is 1% of your max health per tick in combat. This means each tick you will have 1200+ less HP than you would otherwise.

 When you need extra survivability from not having accursed pox or you are short on time and need to cleanse the damage debuff

Fortune

Increases the rate at which mobs drop chests. Recommended to use when clearing treasure rooms/alteration rooms.

- When you plan to nuke a floor and are in need of items

Witching

Turns all mobs within a half-room radius into a chicken/toad/imp that cannot use skills and deals reduced damage. A very strong panic item, but not one that'll save you from every scenario. Each witched mob deals a different amount of damage based on the form:

- Imp: 60% base autoattack damage
- Chicken: 30% base autoattack damage
- Frog: negligible (<1%) damage

Use cases:

- When you accidentally pull something you shouldn't or pull multiple mobs
- When you are looking to landmine a group of mobs to save time in the higher floors
- When you are looking to **AOE** a large group of mobs to save time in the lower floors
- Prior to pulling a **Dread Beast**, as it's best to get them in combat before using **Storm** so that they don't regen

Serenity

Removes all floor buffs and debuffs.

- On any **no items** floors where you can't sustain without potions
- On any **no abilities** floors if you aren't ahead on time
- On any combination of **gloom, damage down,** or **blind** floors when you aren't ahead on time

Intuition

Reveals the location of the accursed hoard with a golden beam. Note that not every floor has an accursed hoard, and the rate at which they appear on floors is roughly ½

- Unless you're greedy, don't use this in solo, or use them all in the early 70s if you can
 - I've lost runs by seconds where I've greeded for hoards every second counts! Don't put yourself at a disadvantage in your solo runs!
- Use at the start of new bag "tiers" bringing the count down to 1 or 0 as to avoid potential overflow and loss of Intuition pomanders, and let the count climb back up to 3 by the next tier as to not miss any of the higher tier loot
 - 1-30: Bronze-tinged sack
 - 31-70 Silver-tinged sack
 - 71-100: Gold-tinged sack
- Don't use past the 7th floor in a set in the off-chance that a hoard does not spawn and the intuition is wasted

Raising

Revives the first party member to be KOed. Works in solo and can be used to survive a luring trap - see more in the How to Survive Luring Trap section.

- Use at the start of dangerous floor sets (71+) in solo or when death is imminent and you are the last one standing (especially relevant for parties, for the last survivor to save the run)

Lethargy

Slows all enemies on the floor, reducing their attack speed and cast speed significantly (by like, 10 times). You can almost think of this as a 10-minute floorwide Witching - it's really powerful, though it can be awkward in pulling multiple mobs due to several delayed, large AOEs going out very very slowly.

Storms

Reduces HP of all enemies to a single digit. **Works amazingly with**Auto-heal penalty, as this prevents mobs from healing back up.

- Use on Auto-heal penalty floors for an easy floor wipe
- Use on a **Dread Beast** after hitting it with **Witching** and pulling it for a powerful 30-minute buff

Dread

Transforms you into a Dreadnaught that can either one-shot mobs in melee range, or apply vulnerability to mobs at range, stacking up to 5 (+10% damage taken per stack). (Lightspeed / Dualcast does NOT work with the vuln stacks).

- To save significant amounts of time, or clear through a really nasty treasure room
- DOES NOT WORK ON DREAD BEASTS
- Does not work on "Knockback Disabled" Floors

~Demiclones~

You can carry up to three Demiclone Generators, which summon a powerful being to fight alongside you.

Cannot be dismissed once summoned, will leave when you enter the next floor or die. They do very high amounts of damage and are recommended for speeding up boss floors - they do double (or more) of your damage output, depending on class.

Has a long cast time, and does not make you invincible. Be wary of using it in combat.

Doga Demiclone

Summons a Black Mage that applies AOE petrification (stuns mobs for 10s) and Thunder DOTs. The petrification stops mobs from attacking, but doesn't give them the one-shot status that petrification does in HOH. The petrification is subject to diminishing returns, but every mob can be affected by it, even mimics.

~450 Potency Fire casts, ~900 Potency Foul, ~200 Potency DOT

Caution: If Doga petrifies an enemy during a multi-part ability (dash > AOE, AOE1 > AOE2 etc.) it is possible for the 2nd part of the ability to trigger **IMMEDIATELY** after the petrify falls off.

Additionally, if it petrifies a mob as a skill cast goes off, YOU MAY SEE THE ANIMATION HAPPEN, BUT THE ACTUAL EFFECT MAY TAKE PLACE IMMEDIATELY AFTER THE PETRIFICATION WEARS OUT. BE VERY CAREFUL.

Unei Demiclone

Summons a White mage that applies a DOT, and casts Cure and Stoneskin on you. ~210 Potency Stone, ~40 Potency DOT

Onion Knight Demiclone

Deals the highest amount of DPS with basic attacks and a DOT. Casts Onion Cure on you when low HP.

~270 Potency DOT, ??? Basic attack combo

~Dread Beasts~

Is affected by Protomander of Storm, but not the Dreadnaught.

These mobs all autoattack incredibly hard and it is not recommended to pull these solo, ever.

How hard? Like, if you're a DPS, a Dread Beast that's turned into an imp through Witching will STILL NEARLY ONE SHOT YOU.

Killing these grants a 30 minute buff depending on the monster killed - damage up, damage taken down, and regen. They also give an Accursed Hoard and a guaranteed chest drop.

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Demi Cochma	5	5	Sight	Autoattacks extremely hard. Double autos with infinite range almost immediately (assuming you don't die to the first hit). Starts casting Genesis below 10% health, which is a self-destruct. Can be LoSed. Defense buff upon kill - 10% DMG reduction for 30 minutes.
Meracydian Clone	5	5	Sight	Autoattacks extremely hard. Double auto with infinite range. Meteor same as HOH 90+ Attack buff upon kill - 10% DMG buff for 30 minutes.
Lamia Queen	5	5	Sight	Autoattacks extremely hard. Uses a gaze attack at three intervals as it loses HP that also petrifies enemies, allowing them to get one-shot. Attacks with a circular cleave

attack every now and then, so stay away from the tank. (infinite range double auto)
Regen buff upon kill - 3000 HP regen for 30 minutes.

~Deaggroing Mobs~

In general, when you pull a mob, you are committed to fight it. At least, that's what it may seem like! If you're playing a class that can **Sleep**, you have the power to deaggro certain mobs that are vulnerable to sleep, by putting the mob to sleep and then walking away roughly 2 and a half rooms away (2 rooms and one room to the side is adequate). If the mob is a patrol, it will continue to patrol, and if the mob is a normal mob, it will return to whence it came from after waking up - WITHOUT AGGRO!

Here's an example of deaggroing mobs that would have otherwise been inconvenient to kill: Twitch Clip



~Dealing with Treasure Rooms~



Treasure rooms are rooms which can spawn on any floor (flighted or not) that include 4 chests as well as 10+ mobs. These can be taken advantage of to gain a ton of chests, but can a huge hindrance as well.

Use a **Pomander of Fortune** if you plan on clearing out one of these rooms to receive chests. Also, consider using **Safety or Sight** if you are going to charge in - there can still be a landmine amongst all that which may catch you by surprise, but if you reveal it with sight, you can use it to (mostly) kill all the mobs!

One of the easiest ways to clear a treasure room is simply by using a **Pomander of Witching + Storm, or Dread.** However, remember that traps still exist, and so do mimics!

Most of the time, however, you do not need to clear out a room - you just need to clear a path. Depending on the layout, you may only have to kill a few mobs and then have a little bit of patience for mobs to turn around to get around.

~Dealing with Traps~



The best way to deal with traps, of course, is NOT to! By walking along walls, you can avoid MOST traps. There are a few specific room layouts that can have traps on walls - BE CAREFUL OF THESE!

The most dangerous trap is the infamous **Luring Trap.** Luring traps on high floors are what ultimately end many people's solo or party runs. But, they are really not that bad if you know how to play around them!

Solo

If you hit a lethal luring trap while solo, you have a few options depending on how confident you are. If you know you can bind/sleep at least one of the mobs, consider using a **Pomander of Steel**, and then bind/sleep as many mobs as you can, then focus one down and kite the others. However, when in doubt, just use a **Pomander of Raising** and run away from the spawn location

of the trap, and when you die, the mobs will reset. See <u>this video</u> for an example of dying with Raising, and <u>this video</u> for an example of kiting/binding.

Party

The best way to deal with a luring trap in a party is NOT to deal with it. Unless you know 100% that you can, **LET WHOEVER STEP ON THE TRAP DIE.** Do not try to help them, don't try to bind/sleep any mobs or even heal them (you don't want ANY aggro on these mobs) - basically make sure **NOBODY TOUCHES THE THEM OR THE MOBS THEY JUST SPAWNED.** Just run away from where the mobs spawned, and then they will simply reset after that one person dies. You can proceed to res them afterwards.

~Floor Guides~

Now we will finally delve into the specifics of clearing each floor set! I recommend pulling up each relevant floor set guide and reviewing it quickly before you enter, so you know what you're up against. Many mobs have a targeted skill that is often a cleave - I will refer to these as "double autoattacks" often.

I will detail all noteworthy mobs and assign them two **danger levels** - one for minimum risk (if you play around the mechanics properly) and one for maximum risk (if you do NOT perform mechanics properly, **excluding easy-to-dodge telegraphs***). If a mob has differing levels of risk, **there are gimmicks that you should know before pulling them**, and the mob's description will include a \triangle **Danger Note**.

*almost every single obvious telegraph throughout Eureka: Orthos is LETHAL. However, to keep the guide condensed to important information that people need to know, I will **NOT** be mentioning every single basic telegraph that is reasonable to react to.

I will use the following levels as a guide:

Danger Level	Description	Notes if the minimum danger level is this level
1	There is minimal risk to pulling this.	Safe to pull.
2	Be aware - this mob has some attacks that may show a late telegraph or none at all that can be lethal, but the AOE is small.	This mob has higher damage potential and caution should be taken when fighting.
3	The mob has late or hidden telegraphs that are medium-sized. Make sure you know what you're doing.	Steel highly recommended when solo for DPS, and caution/cooldowns needed for tanks and healers.
4	This mob has very large hidden telegraphs. Make sure you and your party are aware of this.	Don't bother unless you're a tank with steel.
5	This mob can wipe your entire party with roomwide telegraphs, hidden or late.	DO NOT PULL.

Danger Notes

There's a fine line between mobs that just have an untelegraphed, small (but lethal) AOE, and one that instantly does a whole-room AOE. You can refer to the color of notes to know about the specifics.

Danger Note	Description
\triangle	There is a late-showing or untelegraphed AOE that you need to be aware of, or a large telegraphed AOE that may be hard to dodge. Multipull with caution.
\triangle	There is a late-showing or untelegraphed AOE as large as the entire room with this mob. Do not multipull with one of these.
<<∆>>>	There is an out-of-combat roomwide attack associated with this mob that is lethal. Be EXTREMELY WARY about being close to rooms with them.
E CONTRACTOR CONTRACTO	This mob has push/pull mechanics. Be wary with your positioning, especially when multipulling.

Additionally, mobs have a few unique ways to aggro. Note that the detection radius from each mob extends from the closest edge of their circular hitbox to you. This means that large mobs effectively have a larger radius of detection.

Sight

Mobs that aggro by sight can only see in a small cone in front of them. These are easy to sneak around. Sometimes you will need to be a bit patient and wait for them to turn around so you can sneak behind them. <u>Video example of how to be sneaky.</u>

Sound

Mobs that aggro by sound will aggro if you run near them, regardless of where they are facing. However, if you don't move or toggle walk mode on, you can literally sneak right past them.

However, if a patrolling sound-aggro mob walks INTO you, it will aggro on you. They might be blind but they can still feel when they bump into you.

Proximity

Mobs that aggro by proximity will simply aggro if you are within their radius of detection. These mobs are very hard to avoid.

A general way to know how things aggro

Most insects/worms aggro with **Sound.** If it's undead or a non-animal creature (Slime, Pudding), it's probably **Proximity.** If neither, it's probably **Sight.**

This is just a general way to remember. These are several animal creatures that can aggro by **Proximity** - Triceratops and Wivres for example. Specifics will be detailed in the floor set monster tables.

Example of how to read tables:

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Chimera <u>^</u>	1	5	Proximity	Several AOE attacks. As such, does not autoattack much. ^ The Dragon's Voice Large, untelegraphed doughnut AOE. Lethal. ^ The Ram's Voice Small, untelegraphed point-blank AOE. Lethal.

Stun vulnerability will also be listed near each mob. Others coming soonTM.

Credits to Raz#0274 for helping with stun vulnerabilities!

~Terminology~

Here's a convenient little list of various terms that will be used to describe things.

Double Auto: An instant targeted skill that functions as a 2nd autoattack for a mob. Can be targeted on the aggro target, or another party member in some cases. Some of these are cleaves.

AOE Terminology

Late

The telegraph for this AOE shows up late - usually too late to react. Be wary.

Hidden/Untelegraphed

This attack has no telegraph. Make sure you know what type of AOE it is.

No Cast Bar

This attack has no cast bar or telegraph. Watch the mob's animation to know what you should be doing to move.

LOS

Line-of-sight. This refers to hiding behind a wall and breaking Line of Sight between you and the mob, which prevents you from getting hit by AOE attacks that originate from their position (in most cases - anomalies will be noted).

Sizing

Note: These are not exact sizes for every mob, but

Small: ~6y - not too big, but more than max melee range in most cases.

Medium: ~10y - usually don't need to be at max cast range, but it's helpful.

Large: ~20y - should be at max cast range.

Huge: Larger than max cast range. Be careful.

Targeted: An AOE that is targeted on a player.

PBAOE: "Point-blank AOE effect". This means that the AOE originates from the mob's hitbox, but this does not necessarily mean that the range is point-blank. If the AOE is more than a trivial size, it will be noted. In other words, RUN AWAY.

Doughnut: A circular AOE that has a smaller, circular safespot in the middle (stand inside the mob to avoid this).

Cone/Conal: A triangular AOE extending from the mob. Standing close to the mob makes it easier to dodge this.

Line: A line AOE extending from the mob. Make sure you don't walk in a straight line while pulling this.

~Floor Notes~

~Floor 1-10~

It all begins here!

⚠ **PRO TIP**! Did you know you can use **Sprint** right before accepting the duty, and then the cooldown will be reset inside, and you'll still have your 20s Sprint buff? This also works for **Tinctures**, so pre-popping that on the higher floors may give you a slight edge!

Video Guide

Floor 1-10

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Grenade S	1	2	Sight	⚠ Big Burst : small PBAOE that explodes in an AOE around it that shows the telegraph very late, dealing lethal damage.
Behemoth	I	2	Sight	Charges up a knockback, and then knocks back with the next auto. You can't avoid this, position yourself or surecast. Casts Ecliptic Meteor at <40% HP, dealing huge damage in the AOE (roomwide). Can be LoSed, and it can one shot you, so be careful.
Water sprite	1	1	Proximity	No cast bar for waters.

Bhoot	1	1	Sound	Casts disease, can be interrupted or Esunad.
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Gancanagh <u>Video Guide</u>



Recommended Steel for DPS solo. This boss actually slaps quite hard and Steel will save you a lot of potions.

The boss will mark tiles to explode, which explode in a circle, not a square. After dodging a couple patterns, it'll use a proximity AOE, followed by marking three lines to explode in an order, starting with the center. The safest space to stand is slightly so the side of the square that appears in the intersections between tiles - see the below image. This leads to the shortest walking required and makes the 1 -> 2 pattern much easier to avoid.



~Floor 11-20~

1 minute respawn. Telegraphs hurt.

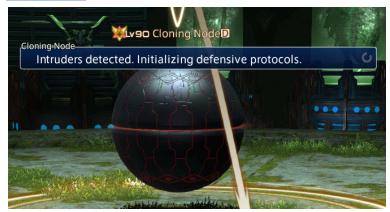
Video Guide

Floor 11-20

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Orthos Sawtooth	1	2.	Sight	⚠ Mean Thrash: standing behind it will bait a small tailswipe
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Cloning Node

Video Guide



Tethers to mobs on the side who attack with conal AOEs. Stand next to the dragons for easy dodging, and just look directly to the opposite to make sure there's not a dragon on the opposite side.

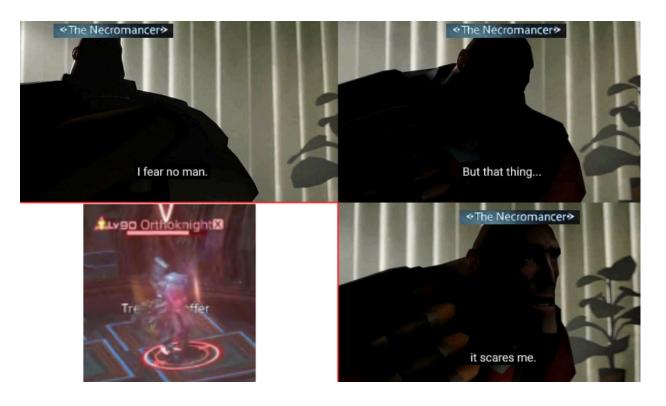
That is - to look for safespots, simply look to the opposite side. If there's no dragon attacking on the other side, you're safe.

~Floor 21-30~

The floors that everyone probably is oh-too-familiar with.

Video Guide

Floor 21-30



Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Lesser Orthos Dragon (Patrol)	1	2.	Sight	▲ Swinge : VERY LATE telegraphed HUGE CONAL AOE.
Orthoknight	1	2	Sight	⚠ Electromagnetism: Very fast large LATE AOE suction into a small PBAOE that deals high damage. Not stunnable. You can use knockback immunity to prevent the

Tre offer				draw-in effect.
Vanara (Patrol)	1	2	Sight	△ Scythe Tail: Small, LATE PBAOE that stuns and leads into a lethal combo.
Orthodemolisher	1	2	Proximity	⚠ Self-Destruct: Enrages under 30% HP, and will self destruct in a large radius. LoSable, not stunnable.
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Tiamat's Clone

<u>Video Guide</u>



Each attack it does will create slow-moving heads that do damage and apply vulnerability. Make sure to be wary of the heads after each attack.

Whei Morn: Circular AOE that slowly chases you

Dark Wyrmtail: Don't stand in the middle

Dark Wyrmwing: Don't stand in the sides

~Floor 31-40~

Welcome to the first set of the challenge floors. From here on out, assume that every telegraph/attack that you shouldn't get hit by will result in instant death.

Accursed hoards will now drop **Silver-tinged sacks**, containing much more valuable loot, including glamour items, **unique** housing items, minions, and more.

Starting on this set, bronze chests will no longer contain mimics; only silver chests can.

Video Guide

Floor 31-40

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Mirrorknight (Patrol)	1	2	Sight	20s stun roomwide gaze, combos into lethal telegraphed targeted AOE.
Orthobug	1	1	Proximity	Extra attack that leeches health.
Orthospider	1	2	Sound	⚠ Particle Collision: Late small PBAOE that applies minimum. Follows up with an autoattack enhancement that likely oneshots if you are small.
Orthikalison	1	1	Sight	Buffs other mobs with a 2x damage buff. Be very careful when multi-pulling with this as the damage-buffed mobs may overwhelm you.
Orthopredator	1	1	Sight	A long while after being

				engaged, will cast Haste , and then start double autoing. Not too threatening, but beware when pulling a lot of them.
Orthonaga S	1	2	Sight	Conal gaze attack. If you're not directly in front, you continue to look at it and DPS.
Orthotaur	1	3	Sight	 ▲ 100 Tonze Swing: Late medium PBAOE ▲ 11 Tonze Swipe: Close small conal
Orthoray (patrol)	1	4	Sight	 ▲ Forearming: Late HUGE half circle AOE in the front of it ▲ Atmospheric Displacement: Medium late PBAOE
Orthochimera	1	4	Proximity	 ⚠ The Ram's Voice: Untelegraphed medium PBAOE ♠ Dragon's voice: Untelegraphed large doughnut AOE Uninterruptable.
Orthoempuse	1	2.	Sound	Walks behind you, and pushes you back with a double auto. Don't let this push you into a room because of potential traps.
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Twintania Clone

Video Guide



Twister - make sure you move when the cast goes off. Don't stand in the tornados created, **or** you die.

Twisting dive makes a line AOE and drops twisters. Make sure to move, **or you die**. (this ability happens once per battle)

Meracydian Cyclone - creates tornados all over the floor. Here, you need to prepare for an upcoming knockback mechanic, so look for a safespot that doesn't have tornados on the wall, and slowly lead up to that location with the AOEs. These AOEs resolve very slowly, and you can stack both of them on top of each other before moving forwards. After dropping four circles, the boss uses **Turbine**, which knocks you back **(knockback immunity does not work)** - make sure you are INSIDE the hitbox for this, or you will be knocked into the wall and receive a potent DOT effect for 15s. Touching the lingering tornado AOEs will give a potent 5s DOT.

Below shows an example of a good starting position to plan your pathing towards a point to get knocked back.



~Floor 41-50~

Things start getting a bit spicy here - but you're here to read the notes! So that's good! The patrols on this set are all very dangerous and require. Be wary of positioning!

Video Guide

Floor 41-50

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Bergthurs 2394 Was Eos Mayai Owo	1	3	Proximity	⚠ Elbow Drop - small back conal when someone is standing behind. Untelegraphed, very fast cast. Can be baited after targeted AOE.
Hedetet Orthos Hedetet	1	1	Sight	Stacking Slow effect. Do not AOE pull in solo due to the slow stacking being very hindering. Hailfire: Telegraphed line AOE that is NOT LoSable.
Spriggan Spriggan	2.	3	Sight	Castes Haste after around 20 seconds, and then repeatedly double autos for high damage. Do not underestimate the damage from this one.
Acheron (Patrol) Aka Gigachad	1	5	Sight	Telegraphed frontal conal of medium size.

2372				⚠ Quake: Long cast, interruptable, roomwide untelegraphed PBAOE. Can LoS. Casts the frontal conal again right after.
Kelpie (Patrol)	1	3	Sight	⚠ Gallop: Dashes to someone, and then casts Bloody Puddle , a medium, untelegraphed PBAOE that one shots anyone caught in it. LoSable.
Goobbue	1	3	Sight	Sucks in someone, then does an FAST frontal untelegraphed conal in front that one shots anyone caught in it. Knockback immunity does not work. Run behind it quickly after being sucked in.
Gelato Not yet read		4	Sight	▲ Explosion : Channels an roomwide PBAOE under 25% health. Can be LoSed.
Hoarhound (Patrol)	1	5	Sight	⚠ Abyssal Cry : Untelegraphed, roomwide AOE that stuns. Must LoS. If you get stunned, it jumps and bites you, one shotting you.

Mudman is tring Name to the control of the contro	1	1	Proximity	Applies a potent Heavy in a small AOE around it periodically. Make sure to not pull this with other mobs, as you may not be able to run out of mechanics with that slow.
Kukulkan Staviso Circhof Kukultarili Energy Drain 3335	1	2	Sight	AOE outside of combat that gives a stacking vuln and applies mild damage. Sometimes, they will walk through hallways just to get in range of you.
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Servomechanical Chimera 14X

<u>Video Guide</u>



Has a lot of Thunder/Ice combo attacks. **Based on the order of the skills, you'll need to start with going In then Out, or Out then In.**

Song of Thunder and Ice: Doughnut (get in) then get out ASAP

Song of Ice and Thunder: Get out, then get in

Dashes

Make sure to walk far enough to get the tether to turn purple, or you will take lethal damage.

Thunderous Cold: Dashes to you, then stay in, then get out.

Cold Thunder: Dashes to you, then get out, then go in

Leftbreathed/Rightbreathed Thunder/Ice: aims to the left or right

Cacophony: Makes a ball that tethers to you. Kite it away. (not lethal, but does apply paralysis)

~Floor 51-60~

For some reason, the last 3 floors on this set have a high rate of Knockback Disabled. This is a really beneficial debuff on those floors, as it prevents you from getting pulled or pushed by the Monks or Stingrays.

Dread Beasts: 70K without MIT / 40K Buster

Solo Tips

Be wary of patrols, and remember to run away from sprites after killing.

Video Guide

Floor 51-60

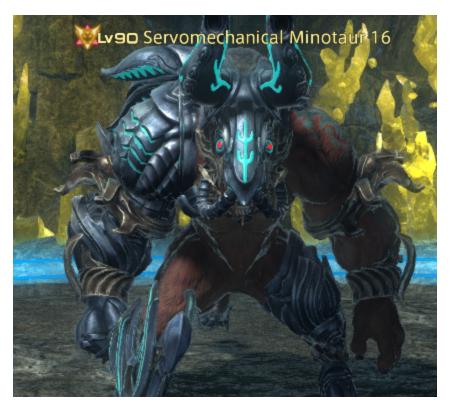
Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Sprite	1	3	Sight	⚠ Hypothermic Combustion: Untelegraphed, small PBAOE - Blows up when you kill it after a short delay. The self destruct has a cast bar that you can see on the enmity list or if you focus target it.
Ymir Vac Eos Maygi Owo	I	3	Sight	Gelid Charge: Applies Ice Spikes for 6 seconds, which will ONE SHOT YOU IF YOU HIT IT WITH A PHYSICAL ATTACK during the 5 seconds of uptime, including auto-attacks from any class. Stunnable.
Rockfin (Patrol)	1	3	Sight	⚠ Aqua Spear : LoS line charge or die.

Coffer 35 i				
Yabby (Patrol) 7156 A Heavy Skewness rocks	1	2	Sight	Heavy, then tail screw telegraphed circle AOE. Get ready to move. DO NOT AOE PULL as the heavy will prevent you from dodging other attacks. The tail screw is not lethal; it will simply set you to 1 HP. How generous! If you shield the Heavy, they will not do the followup tail screw.
Big Claw Broil IV MISS Broil IV MISS Broil IV MISS Broil IV MISS	1	3	Sight	⚠ Crab Dribble: Untelegraphed small back conal AOE when someone is standing behind
Zaratan	1	3	Sound	△ Sewer water: Medium half circle AOE, then immediately hits the other half circle that was not covered in the first half (can start at either side, depending on which side you're starting at). You have enough time to react and adjust when in melee range to the first AOE, then quickly run across after it resolves.
Stingray	2	3	Sight	Jumps to one player, doing AOE damage around them, inflicting knockback, and then does a doughnut or a point blank. This knockback pushes a very

				large distance (½ a room), and pushes you out - depending on how you are walking when this hits you, it can even "pull" you to the middle of a room because of this - BE VERY CAREFUL!!! Electric Whorl: Doughnut Expulsion: PBAOE (telegraphed)
Monk (Patrol)	1	2	Proximity	Sucks you in, then does a telegraphed AOE. You can run out of these easily, but beware that it might pull you into other AOEs that are going on.
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Servomechanical Minotaur 16

<u>Video Guide</u>



Octuple Swipe: Shows 8 telegraphs - the pattern is always UP DOWN RIGHT LEFT, and then the last four are either a repeat, or the reverse (LEFT RIGHT DOWN UP). Basically, it either **Repeats** or **Rewinds**. If you forgot to pay attention, after the first four swipes, you can stay to the bottom or the right - if it's the left, it's a Rewind, or else it's a Repeat.

Electric orbs will also spawn during the Octuple Swipe cast - it's recommended to stay on the left side (the last side he will swing at), and avoid the orbs there. After the orbs explode once, they will disappear.

Disorienting Groan is a push-out, make sure you are standing inside the boss's hitbox for this or you'll be knocked to the edge of the arena which applies a potent DOT. Knockback immunity does not work.

Bullish Swipe: Late telegraphed conal attack in front

Bullish Swing: Late telegraphed point-blank large AOE - get out!

~Floor 61-70~

This set isn't too bad, but some mobs will start autoattacking for a decent amount of damage, so be careful. Starting on this set, mimics will spawn out of gold chests instead of silver.

Dread Beasts: Autoattack for 41K w/steel

Video Guide

Floor 61-70

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Diplocaulus	1	1	Proximity	Its AOE attack buffs nearby mobs with Evasion up for 3 minutes, granting them ~70% evasion. DO NOT MULTIPULL THESE.
Drake	1	3	Sight	Smouldering Scales - don't use physical attacks until the buff effect wears out, or you will get one-shot.
Cobra	1	2	Sight	⚠ Whip Back: Untelegraphed back attack (if standing behind). Gives a vuln stack when it dies in an AOE around it that increases damage taken by ~70%.
Palleon (Frog)	1	2.	Sight	Pulls you in and then does a frac{1}{2} fast (but small) point blank AOE. IF THIS AOE IS CANCELLED

(i) + Chain Strate				BY STUN OR PETRIFICATION OR ANY OTHER MEANS, IT WILL TRY TO CAST IT AGAIN RIGHT AFTER BEING UNSTUNNED.
Perfected Solution	1	1	Sight	Double auto that knocks back.
Ninja - Bioly	1	2	Proximity	Assassinates you if you are <20% HP. Beware of making Landmine/Silver chest plays when these are nearby.
Gowrow Cannor use while cast	I	3	Sight	 ⚠ Ripper claw - small frontal conal - lifts left arm slowly. No cast bar/telegraph. ⚠ Tail sweep (if standing behind) - lifts tail slowly. No cast bar/telegraph.
Falak Broll IV. 11230 S + Chain Stratagem	1	5	Sight	⚠ Electric Cachexia: A roomwide doughnut AOE that is spammed when someone is at a long range (no telegraph) - autoattacks otherwise.
All other mobs				These mobs are not

				threatening aside from obvious telegraphs.
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Boss: Aeturna <u>Video Guide</u>



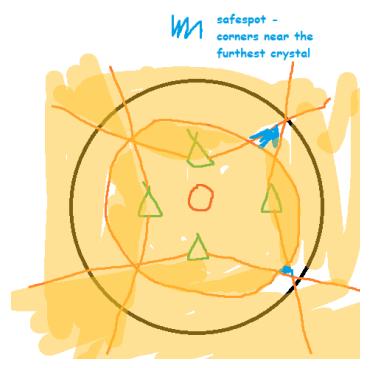
Ferocity: Make sure to walk away until this tether turns purple, or you will die.

Preternatural Turn: If blue, move in (doughnut AOE) If no glow, move out (PBAOE).

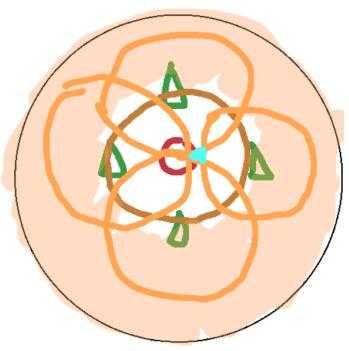
Roar: The boss will then make some crystals - one of them will be slightly further out than others. This is key to finding the safespot.

After all crystals appear, **Preternatural Turn** will be cast again, and the boss may glow or not. If it glows, move in and AWAY from the crystals, which are about to explode in an AOE around them. The safespot is inside the boss's hitbox, near the edge closest to the far crystal. When not glowing, the boss will "blow" a cone out of every crystal, leaving a safespot in the two corners to the side of the far crystal.

When NOT glowing blue:



When glowing blue: Go slightly away from the boss, on the side with the far-away crystal.





~Floor 71-80~

These floors will start dropping Gold-tinged sacks. Will you let the greed consume you?

Solo Tips

Floors 71-73 have an abnormally high chance for **Landmines.** Use them to your advantage with Witching / Lethargy.

On the latter half of the floors, **be very wary of Sasquatches**, which have a one-shot room-wide AOE. This can be LoSed, but there is one room in particular that is very deadly. This room has a huge crystal formation in the center, obstructing your view of any mobs on the other side - and **no, it does NOT count as LOS**. This means that you can literally get one shot by a Sasquatch that you can't even see (yes, this happened to me and ended one of my runs).



Video Guide

Floor 71-80

Wulnerability WIP.

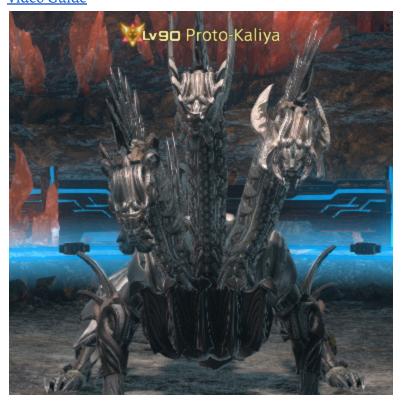
Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Toco Toco	1	2	Sight	⚠ Slowcall: Late telegraph frontal cone. Small. Double auto
Kunoichi Broil IV 1224703	1	2	Proximity	Assassinates you if you are <20% HP. Beware of making Landmine/Silver chest plays when these are nearby.
Primelephas (Elephant) Ruin II\ 10032	1	2	Sight	△ Charges, then uses a late/quick, small PBAOE. IF THIS AOE IS CANCELLED BY STUN OR PETRIFICATION OR ANY OTHER MEANS, IT WILL TRY TO CAST IT AGAIN RIGHT AFTER BEING UNSTUNNED.
Wolf	1	1	Sight	Applies a worthless DOT. If you don't kill it for a long time, it gains a damage buff, and then the DOT is slightly less worthless, but it's still pretty negligible.
Coeurl (Patrol)	1	3	Sight	Wide Blaster: HUGE, telegraphed, WIDE frontal conal attack. ⚠ Tail Swing: HUGE back conal attack. Not as wide. Only

				used when someone is standing behind.
Unicorn	1	2	Sight	Knocks you back 3 times with targeted attacks. Be sure to back yourself into a wall so you don't get potentially pushed into a room. Innocence: targeted AOE
Thunderbeast (Patrol)	1	4	Sight	▲ Spark: Untelegraphed roomwide doughnut with large inner radius. Only used when a player is far away. ▲ Scythe Tail: No cast bar, no telegraph, small PBAOE. It will crouch down and prepare a cast - run away when you see this.
Bird of Orthos	1	2	Sight	Roomwide gaze attack that inflicts confusion that is followed up by a lethal, targeted AOE on the confused player that is untelegraphed. Don't attempt to rescue a confused player as the bird will constantly use this untelegraphed one-shot AOE until that confused player is dead, and this could get the rest of your party killed.
Gulo Gulo	1	2	Sight	⚠ The Killing Paw: After the small, frontal conal swipe telegraph, it does it again, untelegraphed, in the same direction.

				M DO NOT STUN/SLOW IT WITH LETHARGY OR ARM'S LENGTH, AS THIS WILL CAUSE IT TO "STORE" THE INSTANT SWIPE, AND JUST LEAD TO GETTING ONE SHOT WITH NO WARNING. NOTE: THIS CAN STILL HAPPEN WITHOUT ANY CC EFFECTS, KEEP YOUR EYES ON THIS ENEMY
Kargas (Griffin)	1	5	Sight	⚠ Winds of winter - roomwide untelegraphed AOE (cast after two Freefalls / ~30 seconds), must LoS or Stun.
Sasquatch Lygo Eos Maygi Owc	1	5	Sight	Chest Thump: HUGE AOE OUT OF COMBAT THAT ONE SHOTS. HAVE EXTREME CARE WALKING AROUND THE FLOOR. If you see them cast Ripe Banana, MAKE SURE YOU HAVE LOS, as it's about to follow up with Chest Thump immediately. Knocks back on pull.
Skatene Skatene Mayd Owo	1	3	Sound	⚠ Chirp - untelegraphed AOE - outrange/LOS or fall asleep then die to the AOE right after. Can stun. The AOE of this is very small (less than half of max casting distance), but it's always good to play safely.

Flamebeast	1	4	Sight	⚠ Blistering Roar - HUGE line AOE. CANNOT LOS!!!!!!!!
All other mobs				These mobs are not threatening aside from obvious telegraphs.

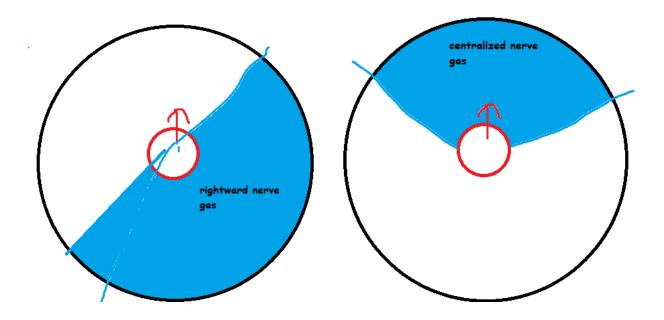
Boss: Proto-Kaliya <u>Video Guide</u>



Breaths and ring will **not one shot non-tanks if you have** Steel, so when in doubt, using Steel could save you.

This boss will use several large breath attacks. **Centralized Nerve Gas** will hit a cone in front, and **Rightward/Leftward Nerve Gas** hits a half circle that covers the back area.

<u>It is recommended to simply stand in front of the boss</u> and only move out when it uses **Centralized Nerve Gas**, as the **Rightward/Leftward Nerve Gas** attacks will not hit the front.

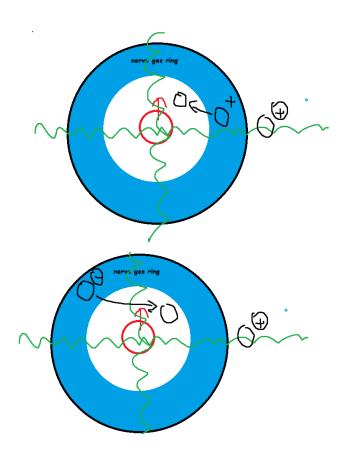


Barofield: Sets up a dead zone under the boss and a DOT zone on the outside of the zone. Touching this zone is an **INSTANT KILL.**

Nanospore Jet: Gives all players positive or negative charge.

After dodging a few Nerve Gas attacks, you'll be tethered to one of the drones on the side of the arena, which will have a positive or negative charge of its own. Opposite charges attract, same charge repel - when the tethers appear, **DON'T PANIC** - first, dodge one more Nerve Gas, and then position yourself in a way where you get pushed or pulled to the center for the Nerve Gas Ring (Doughnut). Note that, you will always be tethered to the same element, but the buff you get will be different each rotation.

Getting hit by a nerve gas, or laser, is not as bad - just DO NOT TOUCH THE CENTER OF THE BOSS NO MATTER WHAT in the time the deadzone is active.



Pull Example



Push Example



~Floor 81-90~

The mobs on this section don't actually autoattack too hard, but keep eyes peeled for the Catoblepas gazes on the early floors. Many of these mobs have huge AOEs and due to the floor layout, there is **no reasonable Line-of-Sight you can perform against mobs.**

Video Guide

Floor 81-90

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Corse	1	2	Proximity	⚠ Glass punch : Late-showing frontal conal, short range.
Persona S	1	2	Proximity	Teleports to you and starts being worthless. It also casts a medium telegraphed conal, I guess.
Gourmand (Patrol)	1	3	Proximity	Sucks in everyone in front of it, then does an FAST frontal untelegraphed conal that one shots anyone caught in it. Run behind it quickly after being sucked in. Can avoid pull-in with Surecast / Arm's Length.
Catoblepas	1	3	Sight	<<∆>>> Performs room-wide gaze attacks when out of

Art of War II 8030				combat, which stuns you for 20 seconds, but does no damage. Be very careful of where you're looking when these are in adjacent rooms. Gapcloses on aggro. Trivial to pull.
Hecteyes 6358	1	4	Sound	⚠ Catharsis: Huge point-blank AOE. Uninterruptible. Also has a very small melee AOE gaze that only does paralysis and no damage. Cannot stun.
Pudding	1	4	Sight	⚠ Dark II: Huge telegraphed cone AOE.
Abyss	1	1	Sight	Pushover. Targeted circle and double auto.
Deepeye	1	1	Sight	Nothing special paralysis gaze, small PBAOE vuln instant cast
Spartoi	1	2	Sight	Medium targeted circle AOE, followed by a △ late-telegraph medium sized cone in front.
Specter	1	5	Proximity	HUGE AOEs. "The Chimera of this floor set". ⚠ Ringing Burst - roomwide doughnut ⚠ Left/Right Sweep - ~225

Broil IVA 12949				degrees attack to one side. Make sure you're off to the other side cleanly. ⚠ Surrounding Burst = large PBAOE
Wraith Ruin II 8342	1	2	Proximity	▲ Scream: large, late telegraph PBAOE, cannot be stunned or interrupted. If you realize you can't escape the AOE, use a Witching - even if it's late, the scream doesn't actually kill, it only stuns you for 20 seconds in preparation of a kill, which is liveable if you have a potion ticking.
Ahriman	1	3	Sight	△ Large line AOE. Can be stunned.
Pegasus	1	3	Sight	△ Dashes and casts Nicker , a large point blank AOE. Double auto knockback.
Mimic	2	2	Proximity	18k auto attacks without mitigation.
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Administrator

<u>Video Guide</u>



Recommended for DPS and healers to use Steel. Has a raidwide that deals 40K damage, and Steel will allow you to survive a laser mechanic that will otherwise one-shot you.

First Mechanic: **Support Systems + Interception Sequence**

This will spawn various objects around the arena, which will execute in the order of the die face that they are each marked with.



Cube: Line AOE



Egg: Conal AOE



Ball: Doughnut

Immediately after these three resolve, it will use either **Peripheral Lasers**, a doughnut AOE (get well inside the boss's hitbox), or **Cross Lasers** - cross AOE (don't stand within the cardinal facing directions of the boss)

Laserstream:

It follows this up with a raidwide that does 40K damage to DPS/healers without Steel.

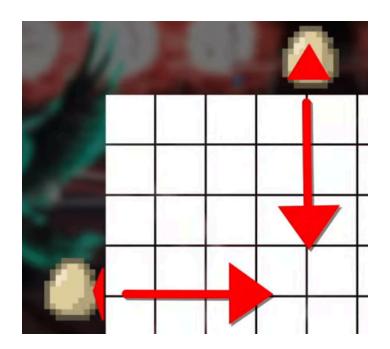
Second Mechanic: Parallel Execution

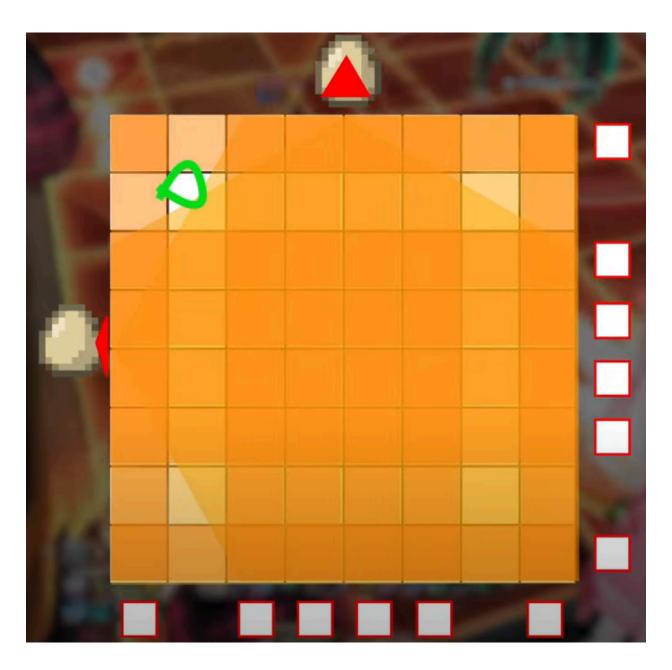
Summons 2 perpendicular rows of cubes, which will start firing off line AOEs, from one side of the arena to the other. 5 circle AOEs will also be placed periodically under your feet while the line AOEs go off. Focus on moving through one line of lasers at a time, waiting for the telegraph to resolve before running through.

Third Mechanic: **Support Systems + Salvo Script**

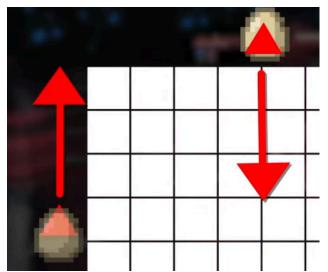
Summons all objects at the same time, look for the two eggs and where they are pointing - this is the easiest way to see the safespot corner.

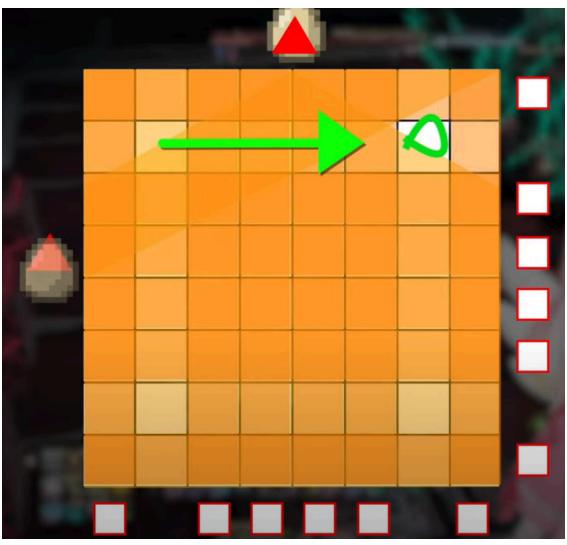
If both eggs are pointing their cone through the middle, the safe spot is in the corner between them.





If the eggs are facing each other, the safespot is in the corner perpendicular to the facing direction of the eggs.





~Floor 91-100~

The mobs still don't hurt much. However, there are several patrols with large AOEs - System Y and the Chimera are both... essentially Chimeras, with the Chimera having even more AOEs than before. Also, be **very wary of the mobs with one-shot AOE telegraphs when out of combat.** Zaghnals and Fitters both have roomwide AOEs that one-shot, but are both irrelevant once you pull them, so get them out of the way ASAP.

Video Guide

Floor 91-100

Mob	Danger level (min)	Danger level (max)	Aggro type	Notes
Mining Drone	1	4	Sound	▲ Knocks back 4 times, then then uses Aetherochemical Cannon: HUGE half circle AOE in facing direction.
System Y	1	5	Proximity	⚠ High Voltage, HUGE (bigger than max cast range) PBAOE. Interruptable. ⚠ Repelling Cannons - medium PBAOE ⚠ Ring cannon - doughnut AOE. Get in. Not stunnable.
System Alpha (Egg)	1	2.	Proximity	△ Large frontal cone, late telegraph.

Lvan Orthosystem α				
Orthodrone	1	2	Proximity	Telegraphed line AOEs. A SELF DESTRUCT ON DEATH.
Motherbit Broil IV 10783 Biolysis aygi Owo	1	2	Proximity	Allagan Gravity - targeted circle AOE △ Citadel Buster - Late telegraph line AOE. This is really noisy, there's no way you zone out and forget to dodge this.
Orthotaur	1	3	Sight	⚠ 32-tonze Swipe - Huge conal AOE ⚠ Will dash to a player and 128-tonze Swing - medium PBAOE
Servomechanical Orthochimera	1	5	Sight	 ⚠ Dragon's Breath: Late huge conal to the upper left ⚠ Engulfing ice: Late huge conal to the upper right ⚠ Scorpion sting - untelegraphed small conal back attack

				 ⚠ Dragon's Voice: Large untelegraphed doughnut ⚠ Ram's Voice: Untelegraphed point-blank AOE
Mithridates Livao Orthos Mithridates	1	4	Sight	⚠ 270° late frontal AOE. Get behind.
Sphinx Luyan Orthos Sphinds	1	3	Sight	⚠ Swinge : Late/Large frontal conal. Gaze - frontal conal. You can look at it when standing to the side.
Orthonaught	1	3	Sight	⚠ Rotoswipe: Frontal wide conal AOE, short range Steam Clean: Self buff. Increases damage by only a minor amount.
Zaghnal Lusa Orthy Zaghnall Luga Eds. Mayo Owley- Sara	1	5	Sight	Noomwide AOE out of combat. Telegraph shows up late. This is a one-shot and you should ALWAYS keep your eyes peeled if there are any of these in adjacent rooms. Pounce Errant - jumps on player with marker, knocks back other players. Fairly trivial to pull.
Durga	1	3	Proximity	⚠ Telegraphed, large front conal AOE.⚠ Brainjack: causes confusion

				for 3 seconds and casts AOE on your location - you can walk out after confusion wears off. After the follow-up AOE, it will use the conal again. Stay close to this mob or you won't be able to dodge it.
Fitter	1	5	Sight	NOTE: THERE IS CURRENTLY A BUG WHERE THE OUT OF COMBAT AOE IS CAST WITHOUT ANY WINDUP (MIGHT ONLY BE IN LETHARGY), BE EXTREMELY CAREFUL IF YOU SEE ONE THAT HASN'T CAST IN A WHILE
Mimic	2	2	Proximity	18k auto attacks without mitigation.
All other mobs				These mobs are not threatening aside from obvious telegraphs.

Boss: Excalibur <u>Video Guide</u>



YES, THERE IS A BOSS ON FLOOR 99.

F99 Clear (Scholar Solo)

Paradoxum: Applies an element to all players. Getting hit by an attack of this element is lethal. **Caliburni:** Shoots a cone of swords out to the front, and on the second cast onwards, to the bottom left and right of the boss's facing direction. These swords will return across the arena, so be careful.

Thermal Divide: One side will be fire and one side will be ice - look at the swords Excalibur is holding up. You want to be on the side **opposite to your debuff, or you will die.**

Call Dimension Blade: (only casted once) Followed by one Caliber skill at random. In future rotations, it will use a random skill without using **Call Dimension Blade**.

Empty Soul's Caliber: **Doughnut AOE.** Stand inside. Solid Soul's Caliber: **Point-blank AOE.** Run away.

Each AOE will also create a random additional AOE, either red rings or vacuum waves.

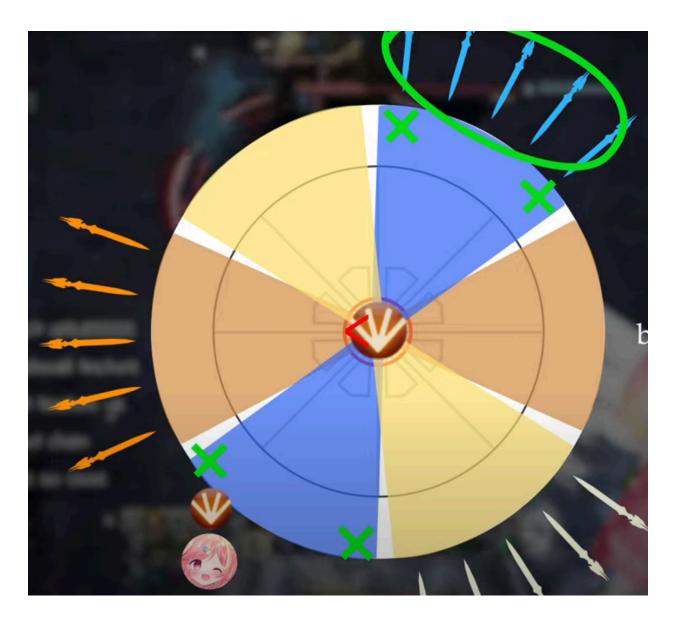




After another **Caliburni** (3 directions) cast, the boss will then cast **Paradoxum**, and all party members will be inflicted with an element, and two of the groups of swords on the side of the arena will take on an element as well.

Next, the boss will cast **Flameforge or Frostforge**. Whatever he casts, **you want to be the opposite element** - meaning if your element matches his, you need to get hit by the opposite color sword to switch elements - if your element is already the opposite, you do NOT want to get hit by a sword or else you'll switch elements and then die. To accomplish this, look for the swords of the element you want to get hit by (if applicable) and either go opposite to them, slightly off the side to one of the adjacent swords, or just stand right in front of one.

In the below diagram, spots you want to stand in this example are marked with a green X.



Right after this mechanic resolves, the boss will use a random **Caliber** skill. Get ready to go in or out.

After that, it will use **Exflammeus** or **Exglacialis**, based on which element it forged earlier, then repeat the rotation.

Note: You can prepare for which Ex- mechanic will happen based on the Flameforge/Frostforge cast.

Flameforge = Exflammeus

Frostforge = Exglacialis

Below: I need to get hit by Fire, so I see the fire blades, and run on the opposite side, slightly away from one of the other pairs of blades.



Exflammeus: Creates sunspots around the arena. You can literally walk in a circle around the center.



Exglacialis:
These are all permanent safespots, at the end of the shape near the center. Credits to Nori.



And that's it! Congratulations! You'll need around **one minute** to run down the ramp on Floor 100, so make sure you have time - roughly **90 seconds in total** after the boss dies, as you need to go through the cutscene skip, then walk inside the portal, go through a loading screen, and then the run.

