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Maygi's POTD 1-200 Handbook (Solo/Party) Looking for Sky-on-High Guide? Here's a link to it! If you prefer to view this in a Google document, you can use this link. Photos and names in a tiny column, I know! Will fix soon TM and INTRO - Looking to clear the floor 200? You've come to the right place! In this guide, I detail absolutely everything you need to know about crowd/boss mechanics and strategies to combat them to get through each floor set. ABOUT ME I personally really love POTD and solo word 200 (see some media on my Twitch channel). In the lighter sides, I cleared the floor 200 countless times, and each time without a tank in one healer, three dps ended up. In fact, I tanked every run during the game either as a healer or a red magician (yes, you really don't need a tank to go up to 200). The most important thing is the knowledge that I am going to share with you! If you have any POTD questions at all, or would like to discuss POTD solo strategies and more, please send me a message on Maygi-4987 on Discord! I love messages and I love answering questions! UPDATE - Maybe it's a good time to start writing these? (4/10/2018) 5/27/2018: Updated Motion Agro Proximity (movement was technically not a good way to describe that agro method as you can still attract agro without moving, so long the monster walks within the range) 4/24/2018: Finally cleared 200 solos. Maybe this makes the guide a little more reliable c: 4/10/2018: Added additional solo tips for most sets of floors above 111. (121-130 too easy!) Table Of Content Basics Deal With Treasure Rooms How to Survive Luring Traps Floor 1-10 Floor 11-20 Floor 21-30 Floor 31-40 Floor 41-5 0 Floor 51-60 Floor 61-70 Floor 71-80 Floor 81-90 Floor 91-100 Floor 101-110 Floor 1 11 -120 Floor 121-130 Floor 131-140 Floor 141-150 Floor 151-160 Floor 161-1 70 Floor 1171-180 Floor 181-190 Floor 191-200 Basics This section is going to go over basic POTD mechanics with a few neat tips/tricks you might have We didn't know. If you have experience with POTD, feel free to skip this section! Why run POTD? This is a good change from the usual dungeons in my opinion. This is a place where party comps can be flexible, and yet challenging even if you bring a tank. Unlike the usual dungeons/tests/raids, which will eventually become trivial as new tackles and higher level caps come out, POTD will always be relevant and tough at 60. Also, you get some good loot that you can sell for gil! Pomanders Pomanders are items that you get from gold chests and are crucial in the higher floors. In the order from which they appear, it is ... Safety: Removes all traps from It is recommended to use this or vision if you are going to use Fury to clear the treasure room solo. View: Shows all the traps from the floor as well as the map. Strength: Increase Increase 30% within 8 minutes. Give this to your DPS or healer. Steel: Reduces damage by 40%. It does not cover any damage to health. Give it to your tank and then the healer. Wealth: Increases the number of chests on the next floor. Sometimes you can see 2-3 chests in a room without treasures, sometimes not. It's RNG. Flight: Reduces the number of enemies on the next floor. This reduces the number of kills to open the Kern aisle from about 6 to 3, speeding up the floor. Recommended to use from 187-189 solo, or 197 in batch. Treasure rooms can still spawn in-flight floor. Change: Changes all enemies in a random room on the next floor to a mingic or mandragora. The mimiki are invulnerable mobs (described later in purity), while mandragoras are passive mobs that die in one hit. Both crowds have a very high level of chest drop. The best time to use the change is if 1) you need to stock up on items or 2) you need to speed up the floor, and plan to use fury to do so - if you get the mimys, just kill them with rage and enjoy the extra chests, or if you get mandragoras, then the floor has already become easier! Purity: Removes the cursed status of smallpox with a name. It is a 10-minute debuff that removes natural healing, causes damage over time, and reduces damage by 20%. Never underestimate the damage caused by smallpox. While smallpox can tick up to 300 damages to the tick on higher floors, remember that it also disables your natural regen, which is 1% of your maximum health on a tick in combat. This means that every tick you will have 500-600 less HP than you might otherwise. Fortune: Increases the speed at which mobs drop chests. It is recommended that the treasuries/rooms be remodeled in the clearing. Witch: Turns all mobs within a half room radius into a chicken/toad/imp that can't use the skills and deals to reduce the damage. The best point of panic to date, but still not be-all and end-all that will save you from everything. Note that the crowd of cooldowns will still tick down while the witches, so they will always use their top priority skills once the witches are erased. Serenity: Removes all lovers of sex and debuff. Recommended to save for those super nasty gloom/no items/no ability floors on 181. Fury: Best item ever. Turns you into a manticores within 1 minute that kills all mobs (including boss adds) in 1 hit. IT DOESN'T WORK IF THE FLOOR IS OFF. It is recommended to use happiness in conjunction with this to get as many chests as possible. The bait: Turns you into a succubus for 1 minute and gives you access to Void Fire II, an AOE attack that applies stack (damage 10%, up to 5 stacks) for any hit targets. The attack also has a potency of about 400, so this could be an increase in DPS for many classes. It is recommended to use on bosses for a huge debuff vulnerability of 50% or for massive damage to the AOE. Intuition: Shows the whereabouts of the damned cursed with a golden beam. Please note that not every floor has a damned treasure, and the speed at which they appear on the floors is about 1/3. The floors 1-50 will bring bronze trimmed bags, 51-100 iron, 101-150 silver and 151-200 gold. Make sure you don't use intuition outside the 7th floor in each set in the chance that no hoard will spawn and you spend the effect. Raising: Reviving the first member of the party to be KOed. Works alone and can be used to survive the enticing trap - see more in the How to Survive Luring Trap section. Resolution: Turns you into Kirubu for 1 minute and gives you access to a Heavenly Judge spell, an AOE similar to a saint who inflicts damage and stuns the goal. This spell will cause significantly increased damage to the undead target - more than 20K damage per hit without force. Traps Credits on this Reddit stream for images. For sure, these traps: Impeding - silence and applies appeasement to everyone within the radius (including mobs). Both are removable with Esuna, and echo drops can remove silence. Toad - Turns the person who stepped on it into a toad for 20 seconds, who has shortened HP and can't use any skills/elements. Your worst enemy when solo and why you should never run into a room when fighting. Landmine - causes 80% of the current health damage to everything that is nearby. Can be used to clear a ton of mobs quickly. Luring - causes 3 random monsters from the floor (including patrols). They will all be agri on someone who is trapped but won't move for a few seconds after the call. Enfeebling - applies 1 minute debuff to the person who stepped on it, increasing the damage taken by 20% and reducing the damage done by 20%. Not removable with an esun. Traps will appear randomly on any floor except the starting room. To minimize the chance of stepping on a trap, hug the walls and trace the paths that your teammates take. Working with Treasure Rooms treasure rooms that can spawn on any floor (flight or not), which include 4 chests as well as 10 mobs. They can be used to get a ton of chests, but can be a huge obstacle as well. Use Pomander Fortune if you plan to clean one of these rooms to get chests. Also, consider using security or sight if you're going to charge in - there may still be a mine among all that might catch you by surprise, but if you unleash it with vision, you can use it (mostly) to kill all mobs! One of the easiest ways to clean a treasure room is simply by using Pomander Fury. However, don't charge with rage, especially on higher floors, especially if you're solo. Be very CAREFUL mobs that agro rather than vision as you can get 1 shot if you accidentally agro 2 or more mobs on higher floors. If you're in a party, there's someone pulling mobs for you until you feel comfortable charging in. Treasury with the witch's ponder. However, depending on how good your party is, DPS may or may not be enough to clean everything up. On higher floors (171), I would recommend using Pomander Lust or Pomander Resolution (or both) combined with witchcraft, for massive damage to the AOE/vulnerability/stun. Or, you know... You could be safe and pull them out one at a time. Imitation treasure (used by Pmander changes)... Gross! How to Survive Luring Traps Luring traps on high floors that end the solo of many people or party runs. But, they really aren't too bad if you know how to play around them! Solo If you fall into the death trap of luring while solo, you have several options depending on how confident you are. If you know you can tie/sleep at least one of the mobs, consider using Pomander of steel, then tie/sleep as many mobs as you can, then focus one down and kite the other. However, when in doubt, just use the Upgrade's Pomander and run away from the spot of the caviar trap, and when you die, the mobs will drop. Watch this video for an example of death with a raise, and this video is for example kiting/binding. Party The best way to deal with the enticing trap in the party is not to deal with it. If you don't know 100% what you can, LET WHOEVER STEP ON THE Trap DIE. Don't try to help them, don't try to tie/sleep any mobs or even heal them (you don't want to have any agro on these mobs) - basically make sure that NOBODY TOUCHES them or the MOBS they just SPAWNED. Just run away from where mobs were spawned, and then they'll just reboot after one person dies. You can proceed to res them afterwards. Floor Guides Now we finally delve into the specifics of cleaning each floor set! I recommend pulling up each appropriate floor set guide and reviewing it quickly before you enter, so you know you're against it. Many mobs have targeted skills that are often split - I'll refer to them as double auto-outs often. I detail all the notable mobs and assign them a level of danger for the solo/party. I will use the following levels as a guide: One of the easiest mobs you can fight on this floor. It is recommended to get out of your way to kill them to open the Kern aisle. This mob has the potential of killing and must fight with caution or avoid. This crowd can single-handedly destroy your party. Don't even touch this crowd if you're going to use Pomander witches. IMPORTANT NOTE!!! The danger levels I will assign the party category will ASSUME your party has enough decent mechanics to meet DPS checks mobs, and use Esuna Way. If in doubt, refer to the solo level of danger! Danger levels assigned solo to non-healer classes, as healers can usually get most mobs decently. In addition, mobs have several unique ways to agro. Mobs that in sight can only be seen in a small cone in front of them. They're easy to sneak. Sometimes you will need to be a little patient and wait for them to turn around so you can sneak after them. The video is an example of how to be sneaky. Mobs that are agro by sound will be agro if you run near them, no matter where they collide. However, if you don't move or switch to walking mode, you can literally sneak past them. However, if a patrolling sound-agro crowd walks in you, it will agro on you. They may be blind, but they can still feel when they bump into you. Mobs that are agro in proximity will just agro if you are within their detection radius. These mobs are very difficult to avoid, and some mobs have a larger detection radius than others (miki, for example, have a huge detection radius). Fast and dirty advice to remember which mobs are agro, how if it is a worm or if it is unsuitable, then it is sound. If it's an undead or non-animal creature (Slime, pudding), it's probably intimacy. If neither, it's probably a sight. It's just a common way to remember. These are several animal creatures that can aggrogame in proximity - Triceratops and Wivres for example. The specifics will be detailed in the table of floor sets of monsters. Floor 1-10 It all starts here! MobDanger level (solo)Dangerous level (party)Aggro typeNotesHornetCautionEasyProximityCasts Ultimate Sting, if not killed in time, deal a large amount of damage. You can get away from the horns during this time to avoid being attacked. All other mobsEasyEasyYarzon, Sprite - ProximityOthers - SightMost of these mobs can be killed in seconds. Boss: Palace Deathgaze This boss is very easy, but the damage should not be underestimated when solo (consider popping a potion during a fight). He uses skills in this order: Whipcrack is a tank-buster that can be used in conjunction with an automatic attack for a surprising number of explosions. Stormwind is the AOE horse telegraph. Avoid that. Bombing the circular point is an empty AOE Telegraph, which slows anyone to hit. Lumisphere is the target circular telegraph of the AOE. Avoid that. Aeroblast is a global AOE that is applied by the wind, a matter of light doT damage. The general tactic of being a hang-up on the lower floors is insanely damaging, as the potency of Void Fire II is much higher than the low-level skills. If your class can kite, you can run rounds around the room and take literally 0 auto-attack damage away from Whipcrack. Floor 11-20 While still easy, there are a few mobs that you really should pay attention to, especially when you're solo. BEWARE OF TOAD TRAPS! MobDanger level (solo)Dangerous level (party)Aggro typeNotesSlimeCautionCautionProximity Will explode and kill someone in a long radius, if not in time. When solo, don'T MOVE AROUND IN ROOM AS YOU FIGHT THESE. If you step on a toad trap, you will most likely wipe the wipe can kite and second use witchcraft after the toad wears out, but ...) Cobra (patrol)CautionEasySightIf you step on the toad trap, the cobra will use a special skill Devour, one shot toad. As with mucus, don't move around in rooms as you struggle. All other mobsEasyEasyPudding, Ochu, Seeding, Morball - ProximityOthers - SightMost of these mobs can be killed in seconds. Boss: Sporge Simple Boss, very similar to the floor 10 boss with his order of attacks. However, don't underestimate the damage from his split, Bloody Weasel. Order skills will be Bloody Caress (cleave) and then two telegraphed AOE's and then a global AOE. After the global AOE, it will go to the top of the room and call two hornets. They must be killed, or they will be thrown the inevitable final sting that will kill someone. Meanwhile, the boss will spam the line of Telegraph Rotten Stench, which will deal with a very large amount of damage. Common Tactics - Use the imagination to kill it, and the bees quickly (stack on it when it causes the bees so you can hit them all with AOE). However, consider popping a steady potion before you do so when the solo-like split damage is quite high. Floor 21-30 is the first real set of floors that has a normal number of mobs per floor and rewards the usual number of XP/treasures. MobDanger level (solo)Dangerous level (party)Aggro typeNotesMintotaur (Patrol)CautionEasySightCasts 111-Tonze Swing, has not telegraphed the point of the empty AOE, which inflicts a fair amount of damage and rollback. Maybe stunned. Skatene (Patrol)EasyEasyProximityEasy, but remarkable. Will throw a chip that puts everyone to sleep for 15s. It's easier to deal with solos because it will slap you back awake, but beware of getting asleep like other monsters casting their AOE skills. All other mobsEasyEasyUrolith, Wivre - ProximityDullahan (Patrol) - SoundOthers - SightMost of these mobs can be killed in seconds. Boss: Ningshizida TI,dr - start on the side, fire, ice, fire, ice, ice, and then run to the center. This boss, besides being a major cleave, will create lingering AOE's on the random players in the next pattern - fire, ice, fire, ice. Because these AOE's linger on the floor, do not stand in the center to start because you do not want to goop in the center when you have to run there. After the second ice ball, he would run in the center of the room and throw Fear himself. To avoid this attack, which causes a lot of damage and causes horror, run with it to the center. The Floor 31-40 boss on this floor can be hard to solo with if you're not farming for points/XP. MobDanger level (solo)Dangerous level (party)Aggro typeNotesAll mobsEasyEasyHecteyes - ProximityOthers - SightMost of these mobs do not threaten aside from their damage to auto attacks. Ixab TI,dr - kill adds this boss will throw 4 protracted protracted and then call two Nightmare Bloots. They should be killed as quickly as possible (all avoiding the AOE Telegraphs thrown by the boss), otherwise when the boss uses his global AOE Scream, you get targeted by the prey and adds will use Tornado, which is most likely one shot of you, especially when combined with the shadow of Fire/global AOE, which is thrown right after Scream. Floor 41-50 End boring floors that no one likes to do! Ok... Boring floors don't really end for a while, but you get what I mean... MobDanger level (solo)Dangerous level (party)Aggro typeNotesSuccubus (Patrol)CautionEasySightCasts Dark Fog followed by Void Fire II. Dark Fog is the point of empty AOE, which will cause horror if it hits, so make sure you stay away from telegraphs. All other mobsEasyEasyPersona, Wrath - ProximityKeeper (Patrol) - SoundOthers - SightMost of these mobs do not threaten aside from their damage to the auto attacks. Boss: Edda Blackbosom TI,dr - stay close to the boss to easily avoid in the health of the telegraph. This boss is pretty easy if you avoid its mechanics properly. It will use In Health in two templates - one will require you to run away from it, and one will cover the entire map except for the small area next to it. So, stay close to her to avoid it. Aside from performing the damage, everyone affected by this skill will light up a mine on the floor, increasing the damage from the global AOE Black Honeycomb. Aside from that, she will sometimes be thrown into an illness that instantly causes illness to target, but with deadlines on her skills, you never have to worry about being slow from illness making it hard to avoid a cast in health care. Floor 51-60 is obviously every favorite set of floors. MobDanger level (solo)Dangerous level (party)Aggro typeNotesAll mobsEasyEasyPot, pudding, Idol, Arch Demon - ProximityOthers - SightMost of these mobs do not threaten aside from their auto attack damage. Boss: Black Rider In a nutshell - Make sure you don't get knocked back into one of the exploding balls on the side. Honestly, I don't understand why people grind 51-60, because this set, and others up to 100, is just as fast, if not faster, because your gear is starting to scale. MobDanger level (solo)Dangerous level (party)Aggro typeNotesAll mobsEasyEasyWivre, Triceratops, Diphocaulus, Pteronod - ProximityOthers - SightMost of these mobs do not threaten aside from their auto-attack damage. Boss: Yaquraru In a nutshell - when he throws Douse, leave so that the boss is completely out of the AOE so he doesn't get polished with Haste. Floor 71-80 Lighter floors! MobDanger level (solo)Dangerous level (party)Aggro typeNotesBombCautionEasySightWill to throw self-destruction if not killed in time. Be careful when the mass is pulling them from the mass is pulling them from the mass is pulling them into the party, and don't walk inside the rooms in case of toad/silence traps for solo. All mobsEasyEasySprite - ProximityWamouarucampa, Worm, Crawler - SoundOthers - SightMost of these mobs do not threaten aside from their auto attack damage. Boss: Godmother TI,dr - kill the orange bombs when they appear, push the blue bomb into the boss (all skills will knock him back) when he spawns. This boss is a little more complicated than the previous ones. Sometimes it will generate a lava bomb in the middle of a bunch of non-tseessy little bombs that will explode over time and you have to kill the lava bomb before it explodes. It can also cause a giddy bomb while channeling Massive Burst. Giddy's bomb must be pushed into the boss with any skill before he explodes. If so, and you need to tank Massive Burst, get the heals ready because it makes 99% of all HP max (so, not dependent on any damage reduction - you dare not use the LB tank!). Floor 91-100 End of the main floors! Consider using Pomander resolution with floors of 97-99, since all mobs are undead, and you can one shot any of them (except dragons, they have too much health and need two hits) with it. MobDanger level (solo)Dangerous level (party)Aggro typeNotesAll mobsEasyEasyHippogriff - SoundOthers - ProximityMost of these mobs do not threaten aside from their damage to auto attacks. That being said, it's time to start being a little more careful with the mass pulls because some of them can actually hurt a bit, especially if you don't have a tank. Boss: Nybeth Obdillor This boss shouldn't be a problem for the most part - you don't even need permission for the most part. This is how I would recommend approaching it for a solo/party. Solo Using force, steel, and then maintaining potions and lust. Spam Void Fire II for the duration - don't worry, it will melt the adds as they spawn/respawn. Once the conversion is erased, use another sustainable potion and use The Resolution. Then you can spam the Heavenly Judge for a decent amount of damages for the duration, while removing all these corpses from the ground. The party has all the stack on the boss, and one person use the loath and spam Void Fire II for Term. Void Fire will kill everything adds up and the boss must be dead within a minute. (Floor 101-110) 101-110) of the silver bag floors! ... I hate 101-150 the most, to be honest though. Like, they don't easily cheese their super hard with huge pulls, and not hard enough to be hard if it makes sense... Note that all these floors, as well as their bosses, are similar to their counterparts from 1-100! For example, the floor is the 10th boss and the floor of the 100 boss. The mobs on each floor are also similar for the most part, although some patrols are exchanged around, and some mobs have additional skills. Of course, the mobs are all hit a little harder now... MobDanger level (solo)Dangerous level (party)Aggro typeNotesHornetCautionEasyProximityCasts Ultimate Sting, if not killed in time, deal a large amount of damage. You can get away from the hornets during this time to avoid being attacked. All other mobsEasyEasyYarzon, Sprite - ProximityOthers - SightMost of these mobs do not threaten aside from their auto-attack damage. Boss: Alicanto This boss is like a 1-10 boss mechanically, he just hits a little harder. Just a tank and a slap! Floor 111-120 These floors can be quite scary, for solo especially. Beware of toads - like traps and patrols! Individual tips Be very careful with patrolling. Gigantoad stuns can be random at times, and Labored Leap crits can burst you more than half your HP. If you are agro Gigantoad while you are fighting something else, immediately use to support the potion, and consider using

witch/steel. Also, Brackish Drop from Deep Nanka Palace can one shot you if it crits, so be very RESPECTFUL of that random AOE. MobDanger level (solo)Dangerous level (party)Aggro typeNotesGigantoad (Patrol)CautionEasySightCasts sticky language followed by alabored leap that can do more than 6K damage. Sticky tongue will push you for 5 seconds if you are in range. Be very careful with them solo, especially if you have other mobs around. SlimeCautionEasyProximityThese Slimes will inflict a stacking physical vulnerability of the debuff (note that they attack with magic though). They can still explode like slime at 11-20, but it takes a lot longer. Cobra (patrol)CautionEasySightSame as cobras from 11-20, except these will poison you with Regorge for a significant amount of damage. Beware of toad trap and cobra combos! MorbolCautionEasyProximityStarts from the fight against instant conal AOE, which inflicted sleep and slow and then bad breath. It is recommended to stand in the melee range so 1) it is easier to get out of breath after sleep no and 2) so that it can slap you with a car to wake you from sleep. All the other mobsEasyEasyPudding, Ochû, Seeding - ProximityOthers - SightMost of these mobs do not threaten aside from their auto-attack damage. Boss: Kiritimukha Tl;dr - avoid AOE's, kill bees. This one mechanically similar to floor 20. Rotten Stench will now be one shot, so make sure you avoid those telegraphed AOE's. AOE's. The easiest way to deal with a bee adds is a stack on the boss and someone spamming Lust auto-attack. Floor 121-130 The most boring floors ever. MobDanger level (solo)Danger level (party)Aggro typeNotesMinotaur (Patrol)CautionEasySightCasts 111-Tonze Swing, has not telegraphed the point of the empty AOE, which inflicts a fair amount of damage and rollback. Maybe stunned. Skatene (Patrol)EasyEasySoundEasy, but notable. Will throw a chirp that puts everyone to sleep for 15s. It's easier to deal with solos because it will slap you back awake, but beware of getting asleep like other monsters casting their AOE skills. All other mobsEasyEasyUrolith, Wivre - ProximityDullahan (Patrol) - SoundOthers - SightMost of these mobs do not threaten aside from their damage to the auto attack. Boss: Alfard Tl;dr - stand on the side, fire, ice, fire, ice, and then run to the center. Like the F30 boss, except this time he throws Fear Yourself way faster. Run to the center just after the second ice ball, and make sure no one is in the center before then, so you don't get a goop there. Floor 131-140 If you thought the last set was a drag, well, it's even worse. At least the boss is quick though! Individual tips be very attentive to patrols here - getting petrified from an ahriman when you're busy with other crowds can lead to death. MobDanger level (solo)Aggro typeNotesAhriman (Patrol)CautionEasySightCasts Level 5 Fossilized, not telegraphed AOE conal. This results in 15 seconds of fossilization, which is immovable, and can easily lead to death when solo. All other mobs OfeasyEasyHecteyes - ProximityOthers - SightMost of these mobs do not threaten aside from their auto-attack damage. Boss: Puch (Solo Video) Pmander Resolutions Heavenly Judge Skill will have to deal 30K damage (with force) for this boss. If solo, it is recommended to use strength and steel and resolution. You don't have to use steel, but it makes it a lot safer, and if you don't you may have to leave the middle of the pop conversion to quickly maintain the potion before you pop out another resolution. Floor 141-150 Things will start to get more intense here. You can stop the big pulls, now... Solo Tips Gargoyles hurt. Seriously. Usually you will have to kite like crazy or use a maintenance potion to deal with their damage. It may be even worse with gloom, but since they are visually based, you can avoid them when needed. In addition, patrols are getting scarier. Especially if you already have a crowd on you, such as gargoye, you don't want Manticore jumping you. They buff themselves with damage up, making their auto-attacks hit over 3K, and the non-telegraphed Ripper Claw AOE, which can almost one shot you with a crit. If you pull more, one demon for any reason, consider using the witches of the pomander so they do not clarify. MobDanger Level (solo)Danger level (party)Aggro (party)Aggro not killed in time that will lead your party to 1% HP. GargoyleCautionEasySightDeals a large amount of DPS with its poison and split attacks. It is not easy to engage in solo without maintaining potions and/or Steel.Manticore (Patrol)CautionEasySightWill positive itself with a physical damage buff, and use Ripper Claw, an un telegraphed frontal AOE that can hit quite hard. Go or follow him to avoid it. Wraith (Patrol)CautionEasyProximity Although I didn't mention The Wraith patrols in the 40s or 90s (which are the same mechanically - they threw a huge AOE, Creeke), this is when they start to become a problem because they take longer to kill, and can spell trouble, forcing you to walk into rooms to avoid AOE where you could trap other mobs or step in. You can stun or silence them, however. All other mobsEasyEasyPersona - ProximityKeeper (Patrol) - SoundOthers - SightMost of these mobs do not threaten aside from their damage to the auto attack. Boss: Tisiphone (Solo Video) This boss can be quite difficult for melee, but much easier for range classes. Tl;dr - kite and kill zombies adds (don't let them touch you), succubus add is optional Besides avoiding telegraphs, there are a few things to look out for this boss. After the second call Darkness, me she will call 4 fanatical zombies in every corner of the room, each of which will be outraged at one person. They will slowly crawl up to you and grab on to you if they get close enough. If you get caught, you will be rooted until this zombie dies, which can catch you in some deadly AOE's. These zombies are weak to air magic, and can be one shot with one Veraero of the red magician. This boss will also cause Fanatic Succubus at some point, which does a fair amount of damage with its split and auto-attack. It has 60K health and I would ignore it (you usually vuln stacks on the boss, so it's best to just hit that). If you don't kill him, the boss will eat it, restoring 60K health. Soon after, the boss will throw a global AOE Blood Rain, which causes 13K damage without steel. Heal through it as needed, and then the attack pattern begins throughout. Floor 151-160 You made it to the promised land, which drops the gold trim bags (and it's really beautiful). There aren't many notable mobs here, but that doesn't mean they don't hurt. If you haven't checked out how to survive the Luring traps, it's time to do so. Also, it's now about time when solo imitations on a non-healing class (aka non-RDM/healer) will be scary if you kite like crazy (consider using steel if you find one). Individual tips about the time when I start making an effort to go to the side of the rooms (if you've always done it, good for you! personally I'm too lazy to stay on the side until 151). Most mobs kill without resistant potions, but remember those that can pack a punch (puddings, pots, etc.). Be very careful with patrols - Maroliths can be quite scary with their double car explosion. Also, be careful with your auto-attack when Deviliet uses Ice Spikes because each one will hurt you like 6K damage. Also, now it really helps to stop facetanking! Kite mobs whenever you can significantly reduce their damage exit by tracking back your steps in the hallways or launch room. Be very careful not to aggro other mobs as you kite back though! Watch this video for an example about how the kite is highly damaging mobs. Food you don't use food yet? Now is a good time to start! Look for food from the headquarters, which has 5% Vitality, which is an additional health of 800-900 pounds for RDM! Secondary stats don't matter as much, especially because crit/DH are the baseline values, so technically DET is better, but through my experience, I haven't really noticed the difference. HEALTH REALLY HELPS THOUGH! MobDanger level (solo)Danger level (party)Aggro typeNotesPot, Deadeye, pudding, Marolith (patrol)CautionEasyAll - Deadeye - ProximityDeadeye - SightHas cleave / double auto attacks. Be careful with their explosion of damage, and use support potions if necessary. All the other mobs OfeasyEasyArch Demon (Patrol) - Proximity Of Thethers - SightMost of these mobs do not threaten aside from their damage to the auto-attack. Boss: Totesitter (Solo Video) Although mechanically similar to the boss of the F60, this one can hit like a truck. While you can solo it without steel (on RDM at least), I really, highly recommend using steel for this boss and beyond. Bleeding puddles created by hail of grief instantly AOE hurts like crazy, dealing more than 5K damage if you tick. Other than that, make sure you don't get tapped into the exploding ball on the edge or you'll be almost one shot. Floor 161-170 Again, not many notable mobs, but certainly a lot of that hit like a truck. Also, now is a good time to start remembering what mobs agro movement verses look like... Solo Tips Nothing is too hard here, but remember mobs that are agro movements (like not sneaking around them). Wivres, Triceratops, and Crocs are the most threatening mobs here in terms of DPS - DEFINITELY use a support potion if you pull one of them, and again, watch out for these patrols! If you play RDM/Healer, I would recommend Surecast for securing your treats because their double auto attack can often interrupt your casts. Maintaining a potion won't always save you - remember those don't item floors! Speaking of semi debuffs, The Gloomfloors become pretty scary here. I would avoid these double car mobs (Wivre, Etc.) Under the gloom, but in case you have to kill them, be very on point with your treats or consider using steel if you really want to be safe. MobDanger Level (solo)Danger level (party)Aggro (party)Aggro - ProximityCroc - SightThese have cleave/double auto-attack and are very explosive. Also, Wivres and Triceratops are agro-moving, so you can't sneak after them. All other mobsEasyEasyDiphocaulus, Pteronod - ProximityOthers - SightMost of these mobs do not threaten aside from their auto-attack damage. Boss: Yulunggu (Solo Video) This boss is like the boss of the F70, except the water puddle from Douse will buff him with a physical damage up. The tank has to pull this boss slowly in a circle around the map, making sure to move it out of every puddle of douse he creates. Individual Tips: Save the sprint/retreat ability for the first heavy effect applied with reduced profits as you need it to avoid the upcoming Electrogenesis AOE. (sprint, when the heavy has about 7 seconds left). Floor 171-180 This is where you start finding some scary mobs and boss that many new parties erase. Individual Tips This is the first set of floors where time begins to become a real limitation when saving items. That being said, the next set is INCREDIBLY difficult, so saving a full load of items is highly recommended. You may have to use steel to pass some inevitable Sasquatches - while they kill without it, one is a crit from Browbeat and you get close to one shot. If you decide to keep your steel, DEFINITELY have a boost active and be extremely on point with heals. Also, please be aware of the effects of sex. HP Down Debuff is very scary here as it will make it that much easier to get one shot of something like Sasquatch. If there's HP Debuff and gloom, stay away from any double-assault mobs, or consider using steel orRage to get through the floor - or of course Serenity. If you really insist on 190, it is very important that you go to 181 with as much steel as possible. So you may want to consider saving steel only for the boss. However, sometimes it can be Sasquatch sitting on your way to be killed - this is where you use an infusion of vitality. Warning: this will put your max potion on cooling for 4.5 minutes. However, within the next 30 seconds, you will have about 2K more health, which is enough to survive browbeat crit and auto combo (if auto crits too). You still have to be very careful with the heals, and again, I'd be boosting active in case you get a double crit. You really want to enter 181 with all 3 Rages, but depending on the time constraints, you may find yourself using one earlier. Judge the situation and determine if you need it! MobDanger level (solo)Danger level (party)Aggro typeNotesBandersnatch, LionCautionEasySightThese have cleaves / double auto. careful when solo. WolfScaryEasySightHas splits what Applies Frostbite, a powerful DOT. Get Esuna/Erase ready to remove this from someone who gets hit by it. It's This. solo as RDM by kiting and spamming a lot of tether to buy time to heal, but still - just try not to pull one of them. Wisent (Patrol)CautionCautionSightWhile they are easy to kill, they have a DPS check where, if not killed in time, they will suck everything, apply a huge heavy debuff (like 95-99% slow), and do a stomp that will deal with about 90% of DPS health and apply paralysis. Be careful if you pull a few at the same time. Snowplops (Patrol)CautionCautionSightHas 2 one-shot skills without telegraph - Glower and 100-ton swing. Glower is the AOE front line, which is discarded almost immediately after being pulled, and the 100-ton swing is the point of the empty AOE (so, get away from it). They may be stunned. SasquatchCautionCautionProximityThese agro on movement, and have two skills that they threw when not in battle - a ripe banana and a chest Thump. A ripe banana will give it a huge physical damage buff and then it will continue to cast the chest thump many times, dealing AOE damage to anyone within a single room radius when applying stacks of physical vulnerability. So don't fight mobs near the rooms with Sasquatches in them. NEVER pull Sasquatch, which is polished, otherwise you'll be one shot - always wait for the positive effect to wear out. It is highly recommended to use steel if a solo like Browbeat Crete will make 13K, 1 shot you if paired with an auto attack. Bird deep palaceCautionCautionSightThese make a reasonable amount of damage with their splits, but you have to watch out for their Revelationability which is the AOE that applies confusion. After dealing with them for a while, they will be thrown a tropical wind, giving them a huge rush and damage buff. During this time, they will spanRevelation exclusively (you can still get autoattacked in the melee range) where each of them is pretty much guaranteed one shot. You can stun the positive effect or remove the haste with a slow effect. AnzuImpossibleCautionSightHas splits that applies to DOT, and Spam Flying Frenzy, which is aimed at random party members, causes tremendous damage, stun, and the application of vulnerability in the AOE around that member. Spread. Don't even try to fight this solo, ever. All the other mobs from these mobs do not threaten to side with their auto-attack damage. Boss: Dendainsonne (Solo Video) This boss is similar to the F80, with a few key differences. First, it will cast Charybdis twice in a row now, so tornadoes will be everywhere. Trounce won't be one shot, but will have to deal with about 13K damage without steel (it can crit beware!). However, Lightningbolt (frontal tape telegraph) will be one shot DPS without steel, but ... what is DPS without steel to do standing in front of the boss? Most part of this boss when he falls under 17%. It will spam the ecliptic meteor over and over again, and cast time much faster than that of the F80 - the meteors will hit the will hit 80% of the maximum health of each every 9 seconds. So, it's smart to use lust about 50% to make sure that the lust debuff will be for the burn phase (wait up to 30% for solo). Save LB2 for this (TANKS, don't ALWAYS THINK ABOUT TANK LB BECAUSE it doesn't do anything). If you don't believe in your party's DPS, RDM/Healers are getting ready for an intense solo! Just use the supporting potion and heal yourself twice between the meteors, while squeezing in as much DPS as possible. Never stand in the melee range in front boss while spam meteors like this are allowed to auto-attack you between meteors if you do so, thus one shot you! (video example) Individual advice I'll assume you're RDM if you're planning on cleaning up this solo - it's pretty simple when the boss gets low, just do something like Vercure and Verlightning, Vercure and Veraero. That's it. Also, consider NOT using LUST FOR THIS BOSS if you have the time. Having 3 luts available for 190 boss can save you STEEL, WHAT IS INCREDIBLY VALUABLE. Floor 181-190 is probably the scariest set of floors, in terms of the skills that mobs use. Don't even try to deal with venting the trap on these floors - let the one who hit him die! This set where positioning and awareness are key. With Chimeras (Garms) on patrol, you and your entire party should be on point with positioning to avoid unwanted patrols while dealing with other crowds. Pulling two dangerous mobs at the same time will quickly lead to a napkin! Solo Tips Fortunately, especially for solos, a lot of scary agri mobs by sound only, that is, if you turn on the walk, you can literally walk through them / right in front of them rather than agro them. Floors 187-189 will have many mobs that are impossible/scary to kill (the best option is to be worms, claws, archaosaurs, and garms, the first two only kill with steel), so consider keeping the flight/rage to pass these floors. Also, consider using the change to create a few more slaughter mobs (the miki kill without steel if you kite and play carefully). Calm? (and other sex effects) No elements? No thanks! When you get a floor without items, it's really CONSIDER using Serenity. Even light mobs such as Wamoura (a patrolman who has a telegraph) will require a lot of self-healing, which in turn drag the floor for many more valuable minutes (the EXTREME time limit for this set). 181-183 no items or gloom: You can survive probably it's not too bad, just pick up these grenades / Wamouras (NOT Wamouracampa!!). I'd stay away from Sprites. 184-186: No elements or gloom: Assess the remaining time and determine if it really needs to be used to get around this 187-189: no elements/gloom/hp down: NOPE NOPE NOPE. I would HAVE a HIGHLY RECOMMEND having a flight active for these floors (for example, use a flight on 186/187/188) - later, the better (or all 3 if you have). Seeing See section below. 187-189 These floors need their own special mention because of how disgusting they are. You literally have almost no mobs that you can solo without poms, except for Garm. This is how I would like to deal with these floors: Floor 186: Use wealth in advance if you still have, as well as changes (mimics/mandragoras drop more chests) Floor 187: Use vision/safety (optional but safer), Fortune, and Rage. Use another change. Floor 188: Same as 187. Do you still have another rage? Use it for 189 if you have 3 LUSTS or if your time is running out. If not, use Flight/Change. Floor 189: If you have fury, good for you! Your life is easy. If you don't, then your other option is to take advantage of the flight and find 3 mobs to kill. With Change, your options are Garms/Mimics/Mandragora (as if you'll ever get Mandragora knowing RNG here). If you have to, then use steel - only if you have more than one - the remaining time on steel will bleed to the boss, which will require 2 steel for the most part. Depending on the time, you may or may not use your rage. For reference, I got to 190 with all 3 Rages before. I fought each floor from 187-189 and killed the mime to open, and even got a bonus began to kill some archeosaurs c. Level MobDanger (solo)Level of Danger (party)Aggro typeNotesWamouracampa / archeosaurCautionEasyWamouracampa - SoundArcheosaur - SightHa Sights splits or double-attacks. Can kill a non-tank with crits, even with at the point of healing and maintaining the potion. Be very careful and consider using steel. Wamouracampas agro by sound and blind, so you can walk to avoid them. Wamouracampas, when kited, is not too bad, but I would try not to pull the archeosaurs if you should not. ClawScaryEasySightWill suck in random members and hit them for a decent amount of damage. It also has a target AOE tail screw that causes damage and is applied slowly. It's a killable solo healer/RDM if you use Steel.WormScaryCautionSoundRandomly hits people within half a room with an instant AOE that causes a fair amount of damage. Has a dual car, and a DPS check (about 30 seconds) where it will suck everything and deal with 20k damage. You can tank it and then heal through it like a healer/RDM with steel, but with the crits, you'll be dead. These are agro by sound, so you can switch walk to avoid them. CrawlerImpossibleCautionSoundThese have an instant tape AOE blast attack that causes 7K damage (on top of their 5K auto attack) and applies a strong slow effect. In addition, they have an instant conal AOE poison attack that ticks for 3K tick damage. Spread when you're struggling with and get Esuna ready. These are agro by sound, so you can switch walk to avoid them. Flood DragonImpossibleCautionSightThese have an instant circular AOE explosion attack that inflicts a very powerful DoT, DoT, For scanners. Get Esuna/Erase ready, and spread so many people don't get caught. Garm (Patrol)ScaryScaryProximityAggros on movement, and has an arsenal of single-shot abilities. The two main skills are the Voice of Rama and the Voice of the Dragon. Ram is a point blank AOE, and Dragon is the No.3/4 room sized AOE with a safe seat in the middle. So when you see Ram heading, run away, and then, if you see a dragon, run inside. They can be drowned out. Note that in my experience, people get hit by Ram 10x more often than a dragon as Ram throws faster. If you own dodging these mechanics, this is actually the easiest mobs to kill when soloing with 187-189. But, don't pay attention that they can auto-attack crit for 10K damage! All the other mobs OfeasyEasySprite - Proximity Of Thethers - SightMost of these mobs do not threaten aside from their auto-attack damage. Boss: The Godfather (Solo Video) This boss looks mechanically like a 90 boss, except the flowers are flipped over. This means that you kill the BLUE bomb when it spawns (Bomb Remedy) and you push the red bomb into the boss (Lava Bomb). Note that if you are hit by a blue bomb or sap, you will be hit with Deep Freeze and will most likely die if you don't have steel. This boss in cleave Scalding Scoulding can hit very hard (12K without steel), so if you tank on a non-tank class or solo, you should have a very good time on your treats to keep yourself peak for incoming splits. Individual tips If you have wealth, pop it as soon as possible. The idea to clean this: 191-193: Use no poms. Collect mummies, traps and dragons. Note: Be very CAREFUL when fighting mummies/dragons, or anything else, for that matter, with no room for a kite. You will need to be very on point with your healing if you are forced to stand still and fight them (e.g. if iron Corse patrols roaming nearby) Pay close attention to iron kors patrols that can instantly fire you if you agri them. If you pull one by accident, you should steel/witch/pray RNGesus that you don't get a crit. 194-196: Gather dragons and fachans. There may be mobs that you can't sneak around. If you have to fight some, use strength and steel. You always want to have the strength running if you're going to pop steel in order to maximize its effectiveness. Cleaning 194 very closely depends on how much steel you have. 197: If you have flights, use them before this set. You can cheese mobs with resolution (takes about 3 hits - Gourmands and Wraiths can be stunned), although it can be dangerous if you don't have steel active. Killing mobs quickly with resolution can help better use your precious steel time - and of course don't forget the time! Even if there is no boss, time will be short. Check out the solo video link below for a visual link! 191-200 Solo Video MobDanger Level (solo)Dangerous level (party)Aggro typeNotesMummy/Trap / DragonEasyEasyEasyProximityTrap - SoundEasiest mobs to choose from on the lower floors. Note that, unlike any other dragon, those on this set are agro-moving. Their evil eye (red eye mechanic) is a one-shot, so make sure to look away. Hippogryph/Corse/GourmandCautionEasyHippogryph - SightOthers - ProximityThese hit very hard with their split/double auto attacks. Don't try to fight them solo without Steel.Fachan (Patrol)CautionCautionSightSimilar to Arimans from the 130s, they have no telegraph conal AOE, except instead of level 5 Petrify, they castLevel 5 Death. From the title, it's pretty obvious what will happen if you get hit. KnightScaryCautionProximityThese do crazy damage, you don't even want to fight them solo. They will also be thrown a doughnut-shaped AOE Death Spiral, a case of about 20K damage to no one standing next to it. NEVER PULL THEM WHEN A GHOST IS NEAR. WraithCautionCautionProximityThese will throw AOE from different rooms at you, which will be one shot of anyone hit (for the most part). NEVER pull a knight when one of them is around because their AOEAccursed Pox will fill in the Death Spiral doughnut, leaving you with nowhere to run. KeeperScaryCautionSoundNothing special about these besides the fact that they are the tallest DPS monsters here. Spread to avoid unnecessary damage to the AOE, or avoid them completely on foot when they are nearby. And and Final boss ... Fiery cross / glass pumpkin! Congratulations on that to the end! I hope this guide has been helpful in guiding you or your friends to clear 200. ^^Pulicator av Google Drive-Anm1 otill'ten anv'ndning-Uppdateras automatiskt efter 5 minutes

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