

Tips & Scary Moments In Gauntlet



What Mobs Scale Most

- Damage mods - big physical hits get more scaling. Many tankable slams, e.g. at level normal Izaro, become oneshots.
- Multiproj brutal, but doubly so with projectiles that litter the ground.
- Monster Onslaught and repeat projectiles, e.g. Shavronne.

The Terrors Of Act 1 – Mud Flats, Brutus

- Coast is scary too – level and acquire loot in Hailrake's zone.
- Mud Flats hardest non-boss zone in the ten acts. Reward is Decoy Totem though which makes every future run easier.
- Play Brutus like he always oneshots. This means Decoy Totem & careful rationing of instant moveskills.
- Decoy not available to Witch, Shadow – this means level an alt. Heavy Belt for strength if needed.
- Merveil not free but not nearly as tough. Cold resist needed but you might also want to consider fire (exploding squids in phase 2)

Act 2's Nasty Surprise – The Weaver

- Don't underestimate this guy because he's 'free' in the normal game
- One of the few bosses that does physical damage projectiles (its Ethereal Knives skill), used only when it cannot melee.
- Deadly at LONG range. Safer up close.
- Scales with ALL the event mods
- Drop Decoy close to the boss. Stand close, other side yourself.
- Suggest 700hp + capped resists before Weaver (this requires farming). Allows one mistake on the EK.
- 'Farming' means Rog encounters in Southern Forest.

Act 4's Mini-Menaces – Piety, Doedre

- Lab isn't all that hard, and is worth doing relatively early for the power boost.
- Physical archers in Aqueduct and Dried Lake are no joke, especially Nightwane
- A4 Piety is MUCH more dangerous than normal, but not for the beam. Her persistent projectiles fill the arena with garbage which positions you in the wrong spot for the REAL danger – her autoattack. Seriously, it's a two-shot.
- Doedre's projectile vomit is easy to dodge but can be a oneshot if it hits. Decoy totem is mandatory.
- Don't underestimate Shavronne either. Multiproj + onslaught on her is mean – it's a 260% more multiplier to the projectiles being fired.
- Malachai much easier. Decoy Totem has a new use here, detonating runeflare traps.

Acts 5-9: Calm Before The Storm

- From Malachai it's smoother sailing until near the end of A9.
- Key scary moments – Abyss encounters (maybe skip these...), Kitava, A7 Maligaro, Vaal side areas.
- Second lab mostly free unless trap gauntlets are awful for the day. Remember Stone Golem, Vitality, anti-bleed flask, guard skill.
- Play bosses carefully.

Depraved Trinity – The Run Killer

- All of acts 5 to 9 has been lulling you into a false sense of security.
- Doedre on her own – you MUST have a TP up in case you derp the pillars. If she starts to scream, flame dash toward portal first, then Steelskin, then healthpot + port out. Reenter and abuse grace.
- Depraved Trinity combines Doedre's projectile vomit balls of death with chaos damage. You really need to outlevel this fight. You want time-to-phase to be under 5 seconds each time.
- Don't underestimate scorpion intermissions. One hit isn't death. Three might be, and they CAN surround you fast.

Heist – A Chance To Level & Gear

- Toss a coin to the Harbour, that valley of plenty
- One of the NPCs will sell a suite of contracts for 1 chance each. You can loot and scoot these ones.
- You probably (definitely) can't do them at level. So bank them and come back 6-8 levels later. This is your best use of chance orbs & will have you swimming in uniques
- You will be Rogue Marker limited if you never finish Heists. Might want to complete a few that are 8-10 levels below you.

Vilenta – A Boss To Skip

- Come back for the skillpoint MUCH later
- She has one attack that will kill you because of multiproj. She fires a projectile out then it slowly returns to her. Damage is high but normally endurable.
- This instead fires THREE projectiles that have overlapping damage areas.
- You want time-to-phase under 2 seconds here to minimize the danger of mistakes. Come back when your character is powerful enough to consider Eternal Lab (in non-Gauntlet hardcore)

Kitava and Third Lab

- If you are concerned about third lab, Darkshrine fish (this means, start over until you get a Darkshrine that helps a lot in final fight)
- If you are on pace at gauntlet start, the fight has charge disruptors (Lab reset is at leaguestart + 12 hours) so review how they work.
- Check layout at poelab site
- For Kitty, cleaning up the Shamans of the Feast and Kitava's Heralds quickly is essential to not get overwhelmed. Remember Heralds are much scarier than usual – they, like the Weaver, are physical projectiles and so scale heaps.

Your First Baran

- Congratulations on making it to maps
- The first time you have Baran influence appear, be very afraid.
- Baran himself is worse than usual, but it's the influence packs that scale most. Baranite Thaumaturges do more damage and they shock harder and faster.