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## [kitsunehitomi's The Demon Tower Guide - v1.1](#)

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### [kitsunehitomi's The Demon Tower Guide - v1.1](#)

Postby **Leirosa** » Tue Jul 09, 2013 1:56 am

Original author: kitsunehitomi

Retrieved from Aeria Forums by Leirosa.



*kitsunehitomi wrote:*

Welcome to my work in progress, a guide to the elusive Demon's Tower. To my knowledge, no one has done a complete guide yet, and it's difficult to find information to complete this dungeon past the second floor. Please bear with me, as it'll probably be a bit untidy, with some loose ends that need tidying up. Where there is incomplete information or something I'm unsure of, it will be noted. If you have any information to contribute, please add it as a reply to this thread, or PM me. Pictures will be added later. Any contributions will be marked at the bottom. And without further ado, the table of contents~

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## Preparation & General Information

To begin the Demon Tower instance, head to Phoenix Tower, where you'll find Spirit Gang Lealy. Talk to him to start. Before you do that though, make sure you're fully prepared for what lies ahead. You'll want your party to be close in level to either 40, 50, or 60, as this will determine the levels of the mobs in your instance. Also, know that only the leader of the party will receive the title upon completing the tower. However, everyone in the party is eligible to receive as a drop, the Gold, Silver, or Bronze chests (More on that in later sections). A fair way to decide who'll get the title is by rolling.

For your party, you'll want someone able to tank the various mobs, a doctor to heal, a muse to keep the party's MP up, at least one physical damage per second (hereby referred to as dps) such as a Blademaster or Hunter (Preferably two), and at least one person capable of casting Area of Effect attacks (AoE) at a steady rate.

You'll want to make sure someone in the party has the Wizard skill spirits subbed, Water Spirit and Fire Spirit to help with some of the bosses. Your tank should be accustomed to kiting mobs, and the phys dps in your team would ideally be subbing things to help them output the most damage possible. Choice weapons are ones with the fire or water element, but any will do. Make sure your team has an adequate number of consumables ready, because the save spots in the tower can be far and few between.

Be warned that if a member of your party who is NOT the leader disconnects during the instance they will not be able to get back into it without the leader (If a leader d/c's during, everyone will be booted out). When you begin Demon Tower, the leader will be given a stone of memory, which can be used to save at these points, normally after a boss fight. After you save, you'll be able to leave the tower and re-enter will everything up to that point already done, meaning you can swap party members, buy consumables, and repair armor.

Remember that even if the leader dies, not all is lost. Rather than being booted (as is the case with most instances), the leader can be revived and the fight can continue. Even if everyone in the party dies, if someone is able to use a gold revive plate, they can still get up and revive the others. However, note that if you choose to return to town, you will not be able to get back in. If the leader chooses to return to town, everyone will be booted from the tower. Scapegoat dolls DO work within the Tower.

With your party fully prepped up and ready to go, it's time to enter...

**Mob**

Name: Male Spirit Bird of Paradise

Level: 40, 50, or 60 (Based on your party's average or highest, testing needed)

Element: None

Type: Fencer

After entering the tower, Spirit Gang Lealy will brief you with some information about the tower. Basically, blue diamonds will teleport you forward, black diamonds teleport you to a powerful boss, and red diamonds will take you back to the entrance.

Looking out, you'll see the layout is the same as that of Phoenix Tower's bottom floor. However, the path is blocked by blue flames, and there's an odd little structured called "Mysterious Pillar" just south of the flames. Scattered across the room are Male Spirit Birds. These are your first target.

If you've ever done an AoE party, that's what you'll be doing here. **Be careful to NOT AoE the pillar. It can be destroyed, and you must start over.** Have someone pull a mob of the birds to your tank, and AoE them. You'll notice they drop an item called Fire Spirits. You must take the fire spirits and put them in the mysterious pillar. Get used to this style of play, because it's the bulk of the Demon Tower dungeon.

Mysterious Pillar 1

Number of Spirits: 10

After you've put 10 Spirits in the pillar, there will be a cut scene and you can advance. Take a right at to continue to the next pillar. Same deal as before.

Mysterious Pillar 2

Number of Spirits: 30

The wall of fire blocking the stairs will disappear and you can now advance to floor 2.

## Floor 2

**Mob**

Name: Female Spirit Bird of Paradise

Level: 41, 51, or 61

Element: None

Type: Thief

On this floor, if you go straight ahead from the staircase, you'll notice fire blocking your path. Instead, head backwards behind the staircase, pulling the birds with you as you go. You'll come across the next pillar.

Mysterious Pillar 3

Number of Spirits: 50

After this, the fires blocking the stairway NEAR the pillar should dissipate. Move on to your first boss fight.

**Note:** Sometimes the fires will NOT disappear even when the pillar has been switched off.

However, the crystal will have appeared. There is a way to get past this. Using a speed buff is preferred. Stand back a little and spam click the crystal while running towards it. You may be transported to the beginning, or get an option to go through. Just keep trying, it IS possible to make it through the flames.

## Floor 2 (Boss)

### **Mob**

Name: Phoenix

Level: 45, 55, 65

Element: Attack and Defense, Fire

Type: Boss

Name: Dark Spirit Bird

Level: 43, 53, 63

Element: (Need Information)

Type: Blademaster

Name: Butterfly Fairy NuNu & Butterfly Fairy GiGi

Level: 50, 60, 70

Element: None

Type: Doctor/Doctor

Buff up fully before running in. It's recommended to use Water Spirit for this fight, or the Phoenix AoE really hurts the party. The only other trouble you may have with this boss is her mob spawn. The best strategy is to have your tank kite the mobs around while the rest of the party takes down the boss. This is one of the toughest fights in the Tower, but you should come out of it triumphant. After the boss goes down, the crevice space will reopen, and you can head back down to floor 2, where the fires previously blocking your way will now be gone.

## Floor 2 (Continued)

### **Mob**

Name: Devil Snake Guard

Level: 43, 53, 63

Element: (Need Information)

Type: Mercenary

Name: Magic Turtle Guard

Level: 42, 52, 62

Element: (Need Information)

Type: Mercenary

Name: Seal Tortoise

Level: 45, 55, 65

Element: (Need Information)

Type: Mercenary

Name: Seal Sky Snake

Level: 45, 55, 65

Element: (Need Information)

Type: Dancer

There are no mobs on this floor yet. Just continue on past the stairs, past the entrance where blue fire once blocked your way. Beyond is a little puzzle. Basically, you have to turn all the cauldrons to face the center. To lock them in place you have to talk to the plate in the center of the room. It can be a bit frustrating, because it doesn't seem to take very well. Have someone continually click the plate while others work to turn the cauldrons. When all face the center, some mobs will appear. You only need to kill the Seal Sky Snake and the Seal Tortoise. After that, you can continue past the fire blocking the stairs past the room, and onto Floor 3.

## Floor 3

### ***Mob***

Name: Condemned Fugitive Spirit

Level: 44, 54, 65

Element: None

Type: Martial Artist

Another floor where you must kill monsters and collect spirits. Same routine, mob and AoE. It's a simple straight hall, the pillar being at the end. ([Image Reference](#))

Mysterious Pillar 4

Number of Spirits: 50

## Floor 4

### ***Mob***

Name: Fiery-Eyed Jimmy

Level: 48, 58, 68

Element: None

Type: Boss

Name: Condemned Felony Fugitive Spirits

Level: 45, 55, 65

Element: None

Type: Blademaster

Name: Butterfly Fairy NuNu & Butterfly Fairy GiGi

Level: 50, 60, 70

Element: None

Type: Doctor/Doctor[/list]

Same strategy as used on the Phoenix, however, Jimmy goes down with much less of a struggle. Kite his mobs, and bash his face in, and you're onto floor 5 ;3

## *kitsunehitomi wrote:* **Floor 5**

### ***Mob***

Name: Demon Tower Stone Lion

Level: 45, 55, 65

Element: None

Type: Hunter

After beating up Jimmy, use the save point here before you continue. This hall will be empty until you enter the large central circular room. It's very much the same model as the Male Birds of Paradise room in Phoenix Tower. However, there are several Lion Statues along the wall. Walk in a bit further and there'll be a cutscene. After that, a few of the lions will come to life, and you must kill them. After you kill them, more will come to life. Complete until all are dead.

Sometimes, a member of your party will be taken up into one of the cages where they'll receive a massive fire damage every few seconds. To get them down and end the buff, destroy the cauldron in the center of the room. This may happen several times.

## **Floor 6**

### ***Mob***

Name: Centipede Demon

Level: 46, 56, 66

Element: None

Type: Martial Artist

Welcome to some of the best leveling Demon Tower can offer. This is another one of those "Kill the mob, get the spirits to put in the pillar" floors. The pillar is past the circular room at the end of the left hall, near the staircase. These may hurt too much to mob, so you may have to single target them. Eitherway, it takes a while, especially if you're doing the 60 run, because at lvl 66 they have 188,216 HP a pop. ([Image Reference](#))

Mysterious Pillar 5

Number of Spirits: 50

## **Floor 7**

### ***Mob***

Name: Madam Malachite

Level: 50, 60, 70

Element: Attack and Defense - Earth

Type: Boss

Name: Huge Louse

Level: 48, 58, 68

Element: None

Type: Commoner

Name: Butterfly Fairy NuNu & Butterfly Fairy GiGi

Level: 50, 60, 70

Element: None

Type: Doctor/Doctor

This Madam Malachite is much easier than the one in the guild raid. For example, you can exploit her elemental weakness with wood weapons and skills, and her louse mobs aren't nearly as powerful as the BM eyes. Best of all, she has no devastating yellow aoe. Same strategy as before, with your tank kiting the mobs and your dps taking down the ugly lady herself. ([Image Reference](#))

Enjoy this fight, because the next one won't be so easy...

## Floor 8 (Aka the "Math" Floor)

### **Mob**

Name: Vampire Bat

Level: 47, 57, 67

Element: None

Type: Dancer

Welcome to the most annoying floor of the tower. **Save before continuing.** Make sure you're comfortable, you're gonna be here awhile. This is a model of the top floor of Phoenix Tower (The one with King Kuku), and you are in the center area. Begin by leaving the central area, and running out into the hall, where the portal would normally be to take you down a floor. Here you'll see not one, but [four colored pillars](#) and an [Ancient Stele](#) beside them.

Don't put in any colored orbs yet, should you have them. Instead, examine the Stele and read the writing. You're going to get an equation that looks something like this:

$X * Y - W + Z =$  (Three-digit number that changes each tower entrance. Lowest seen is 356, highest 376 on a lvl 60 tower run)

Basically, the colors on the letters correspond to the pillars and the items the colored souls you get from killing bats. The easiest way to do this is to hold onto your colored souls until you have a good supply, then have everyone in the party state how many of each they have. See if you have enough to put into the formula to complete it. If not, continue killing bats. When you have enough, begin putting them in the corresponding pillar, so that when plugged into the formula, it comes out to be the number on the Stele. If you make a mistake putting them in, there's an option on the Stele to reset the pillars, meaning everything you put in will be cleared.

Obviously there are multiple answers you could have to complete each equation. for example if your total is 101, you could do

$$2 * 50 - 1 + 2 = 101$$

or

$$10 * 10 - 5 + 6 = 101$$

As long as it equals the total. Wink

The easiest way to rack up a large total quickly is by getting blue and red souls. However, these spirits are rather rare, so you'll be fighting for awhile to get them.

It is unknown whether or not you can leave a pillar without putting an orb in. When my team did

the tower we put at least one in each just to be safe. Numbers CAN be the same. Our formula (as an example) looked like this in the end.

$$19 * 19 - 1 + 16 = 376$$

When you complete the formula, examine the Stele and switch it on. If it's correct, the diamond will appear. You can now head up to the boss.

If it is incorrect, you will get message saying so. However, all hope is not lost! Have everyone double and triple check what they put in! Often times it's a simple as someone forgetting a spirit or putting too many in on accident. If everyone claims to have put in the right amount, and you believe you're close, you can try adding either green or yellow spirits, one at a time. However chances are if you don't succeed within the first couple, you'll need to start over.

You can reset the number of spirits in all pillers at any time by selecting "Release spirits" on the Ancient Stele. This is handy if someone accidentally puts a few in before you're ready. It's best to begin with a clean slate when starting out.

## Floor 8 (Boss)

### ***Mob***

Name: Lightning Spirit

Level: 53, 63, 73

Element: Attack and Defense - Metal

Type: Boss

Name: Vampire Bat

Level: (Need Information)

Element: None

Type: Blademaster

Name: Butterfly Fairy NuNu & Butterfly Fairy GiGi

Level: 50, 60, 70

Element: None

Type: Doctor/Doctor

Oh, a boss we haven't seen before, how fun. The strategy here is the same as with other bosses, however the most crucial advice I can offer is **bring fire spirits and any magical defense you can muster, especially with the fire element**. For example, using only Yang Frog and Dustpan Formation, the boss will likely halve or critical the health of anyone in range. Adding the (Maxed) Fire Spirit will reduce this damage to about 1/4, and the Fire Ring will reduce it even more.

Trial 1 - (First time going in, unknown boss, no fire spirits) About 6-7K damage on the melee fighters

Trial 2 - (Second time going in with fire spirits) 3-4K damage on melee fighters, 2-3K on Fade wearing the fire ring

More testing for exact damage numbers needed.

If you're using pets or a Sara, keep an eye on their health, particularly a Sara. A Ruby would fare best here if you have a pet muse, or any pet given fire snacks from a merchant. If you're using a Sara, you'll be spamming pedigrees on her because she can't get an elemental boost (Unless



Element Snacks work on Sara, never tried). It'll be a tough fight, but the motivation to succeed should be not wanting to do that math floor over. When you take down the Thunder God, move back to the diamond and head down to floor 8...

Post 4

*kitsunehitomi wrote:* **Floor 8 (Continued)**

**Mob**

Name: Flower Spirit

Level: (Need Info)

Element: None

Type: Dancer

You're now back on floor 8, huzzah! No more math or Thunder God. Head back into the main circular part of the tower where 5 new structures await you, the cauldron, the Tower of Strength, the Mirror of Wisdom, the Zither of Eternity, and the Bell of Sacrifice. These are mini puzzles that are optional to solve to make the final fight much easier.

Begin by saving before you examine the Cauldron. Do NOT switch it on if you want to attempt the puzzles. However, you can read the writing on it for some hints to the puzzles if you like. When you're ready, have your tank grab the mobs and aoe kill while you begin doing the puzzles. Note you only get one try for ANY puzzle, so be cautious when solving.

Tower of Strength - Have any dps you have smash the tower until it cries "Enough, enough!!" Do NOT kill it. It should have a sliver of health left.

Mirror of Wisdom - The mirror will ask the user some questions about the game. Some of them you should know by having played through the mirror quests. Some are a bit tougher.

Question 1 - How many spikes on the Chasm Kings back?

- a.) 5
- b.) 6
- c.) 7 <----
- d.) 8

Confirmed (AKFrost)

Question 2 - What is King Collette's Zodiac Sign?

- a.) Rat <----
- b.) Pig
- c.) Dragon
- d.) Rabbit

Confirmed (AKFrost)

*AKFrost wrote:* Collette's Chinese name means the Rat Zodiac, which is lost in the translation

Question 3 - What is the name of Black Widow's Son?

The answers here are all various O-names, but the answer is Octavius.

Question 4 - Need to go through DT again - w-

Bell of Sacrifice - You must turn your sound on for this puzzle. Keep putting spirits in until you hear a ding, it could be anywhere from 1-300 spirits

Zither of Eternity - The hint for this reads "Play the zither in zero time, it's the eternity". You must click the zither at exactly 00:00 domo time, but if day and night are switched in game, it's 12:00. You can test your domo times by attempting to enter town god temple at various times.

Once you've completed as many as you chose, click the Cauldron in the center, which will cause the diamond to appear. Continue on when ready. However, be wary. When you enter this floor you will **lose the stone of memory, meaning if you leave now, you have to start from scratch**. So no pressure, but don't die.

## Final Floor

### **Mob**

Note that who appears here will depend on the puzzles you completed on the last floor. If you completed none, they'll all appear. If you successfully completed all of them (And do let me know how you did), only the final boss should appear.

Name: Phoenix (Will not appear if the Tower of Strength has been completed)

Level: (Need Info)

Element: Attack and Defense - Fire

Type: Boss

Name: Fiery-Eye'd Jimmy

Level: (Need Info)

Element: None

Type: Boss

Name: Madam Malachite

Level: (Need Info)

Element: Attack and Defense - Earth

Type: Boss

Name: Lightning Spirit

Level: (Need Info)

Element: Attack and Defense - Metal

Type: Boss

Name: Heretic Demon Caller (Aka Astaroth)

Level: (Need Info)

Element: None

Type: Boss

So you're back on the tower floor. However, before you go rushing out, I suggest you be very, very cautious until you know exactly what you're up against. For one, if you didn't complete at least the

tower of strength, you're gonna be up against the four bosses, plus Astaroth. Because I'm pretty sure you'll be fighting at least 2 additional bosses, let me give you the layout

```

X-_____
/-----A-----\
| Pxxxxx-J |
|xxxxxxxxx|
| MxxxxxT |
\    xx    /
\   |xx|   /
\   |xx|   /
\   |xx|   /
You are here =3

```

Now let's imagine for a minute that you did the tower, and can handle Jimmy, Astaroth, and Malachite at once. I guarantee once you throw the Thunder god into that mix and it is pure and utter chaos. So my recommendation to you is to stay far back in that skinny little hall way and have one person pull one boss at a time back to you. Defeat any additional bosses in the room before trying to take Astaroth, because he summons mobs as well which can make tanking a doozy. I recommend starting with the Thunder God if he's there, because he's hands down the most difficult - even more so than Astaroth. If you accidentally grab Malachite too, have your kite tank her away and hold her elsewhere. Even if she doesn't do much damage, it's enough to kill you with the Thunder God's aoe, so play it on the safe side. Remember, if you die here, there is no going back. If it's just the Thunder God in the hall you can have your tank help by taunting and mocking it to draw aggro away from your magic-squishy dps. If Pheonix happens to be there because you didn't do the tower, make her the last boss you face and use the same strategy as before, water spirits, yang and dust are very helpful. You can also have your tank mock/taunt her to keep her from using attack lock on your dps.

As for Astaroth himself, he's cake compared to Thunder God. Once you have all the bosses taken down, start wailing on him. He'll summon some BM mobs to try and take you down, but you've come too far for that. Kick his butt while your tank kites and soon enough he'll go down. There'll be a small cut scene, and then the treasure box will appear containing simply a title for the leader of the party. All that hard work for a title? >=( Sheesh. But I bet by now you've stock piled a nice supply of treasure boxes...

## About Those Treasure Chests...

All common mobs in the tower can drop bronze, silver and gold chests, with bronze being the most common and gold being very rare of course. Usually, bosses will drop a gold or silver after they die. While you quest in Demon's Tower it's very likely everyone in the party will get at least 1 chest. Regardless, it's fair to pool the chests, because often times some members will end up getting 10 and others only 1 or 2. However, it's up to your team however you want to distribute the chests.

Now to what you really want to know...yes, they DO contain some very nice things. However, as with everything in life it's a gamble, and you never know whether you're going to get a rare recipe, or an ultra common dice chest. To get your keys to open the chests, head to the fishing spot in Eversun north. Under the gazebo you'll find Clever King who'll sell you different keys, each at 5K a pop. Yes folks, 5K. And you need 1 key for every chest (so if you have 10 bronze and 5 silver, yes, you need to buy 10 bronze keys and 5 silver keys). Demon's Tower is like anti-farming in all you lose in armor and-but I digress! This is simply a listing of things you have a chance to get in each chest, with things on the rare side at the bottom and common things at the top.



## Bronze Chest & Key



- 1 Red Dragon Dice Chest
- 5 Red Rabbit Dice Chests
- 1 Lvl 50 Monster Trapping Mirror
- 1 Eversun Portal Penny
- 1 Go Anywhere
- 1 Teleport to Party
- 5 Energy Chili
- 1 Pet Naming Tag
- 2 Vanity Pet Naming Tags
- 1 Gold Resurrection Plate
- 2 Phoenix Tear +1
- 1 Special Mission Card
- 4 Scapegoat Dolls
- 10 Crossbone Swordsman Prints
- 1 Weapon Socket Drill (Master)
- 1 Armor Socket Drill (Master)
- 1 Rose Tea Recipe
- 1 Big Magical Pack (#2 only)



## Silver Chest and Key



- 1 Blue Dragon Dice Chest
- 1 Lvl 60 Monster Trapping Mirror
- 1 Darkdale Portal Penny
- 1 Go Anywhere
- 1 Teleport to Party
- 10 Energy Chili
- 1 Pet Naming Tag
- 2 Vanity Pet Naming Tags
- 1 Gold Resurrection Plate
- 3 Phoenix Tear +1
- 1 Special Mission Card
- 5 Scapegoat Dolls
- 10 Tigerman Prints
- 1 Weapon Socket Drill (Master)
- 1 Armor Socket Drill (Master)
- 1 Vitamin F Pill Recipe
- 1 Big Magical Pack (#2 only)



## Gold Chest and Key



- 1 Green Dragon Dice Chest
- 1 Lvl 70 Monster Trapping Mirror
- 1 Collington Portal Penny
- 1 Teleport to Party
- 15 Energy Chili
- 1 Pet Naming Tag

- 2 Vanity Pet Naming Tags
- 1 Special Mission Card
- 6 Scapegoat Dolls
- 10 Tricksy Turtle Prints
- 1 Weapon Socket Drill (Master)
- 1 Armor Socket Drill (Master)
- 1 Occipital Powder Recipe
- 1 Big Magical Pack (#2 only)

## Credits

- First off to anyone who has ever gone into Demon's Tower with me, -especially while I was taking data- this includes, but is not limited to people by the names of Seishin, Elothiam, Choji, Sandry, Kazaa, Di, Kakashi., Fade, and ZbladeZuzu. You have much more patience than I for putting up with me =)
- I especially want to thank my bro Kakashi. for not being -outwardly- angry with us after messing up his first demon's tower run on the last floor because we were inexperienced newblets. <3
- My hubby Fade for taking screen caps when I was too lazy to do so and being my lifelong companion yada yada. He also inspired me to write this.
- [Domo Wikia](#) for some miscellaneous information gaps I had, and also prize information
- AKFrost - Providing the information about how to complete the last demon's tower puzzles, and answers to the mirror of wisdom questions
- And last but not least aeria for hosting DoMO for us \o/ /end cheeseball fest

Anybody who contributes information will be posted up here as well. Don't be shy, I could use the help. =3

User avatar

**Leirosa**

Site Admin

**Posts:** 177

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