

NEW PLAYER GUIDE

E7 LABYRINTH: BASICS and TYREL CASTLE

Welcome to the E7 Labyrinth Guide!! Here you will find information about how to play the Labyrinths (Morale,Portals,Etc), drops locations (Golden Chests), Vendors locations and switches locations. This is yet a rough guide as there is yet much to discover about the game. I want to thank those who helped me and the support of my guildies!



Image credits go to Jongming Park: <https://jongmin.artstation.com/projects/8DzXw>

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Morale

Labyrinths are one of the best game modes on Epic Seven to farm resources and to obtain gear and Ancient Coins. Ancient Coins are currency used on the Game Shop which you can exchange for charms or a chest of t2-t5 necklace or ring gear. These are particularly good as they do not drop on hunt missions.

The first thing that you need to consider to successfully explore a Labyrinth is morale. Depending on your levels of morale, the performance of your units is affected. If you try to run labyrinths with a -30 morale odds are you will likely die when fighting any decent mob boss.



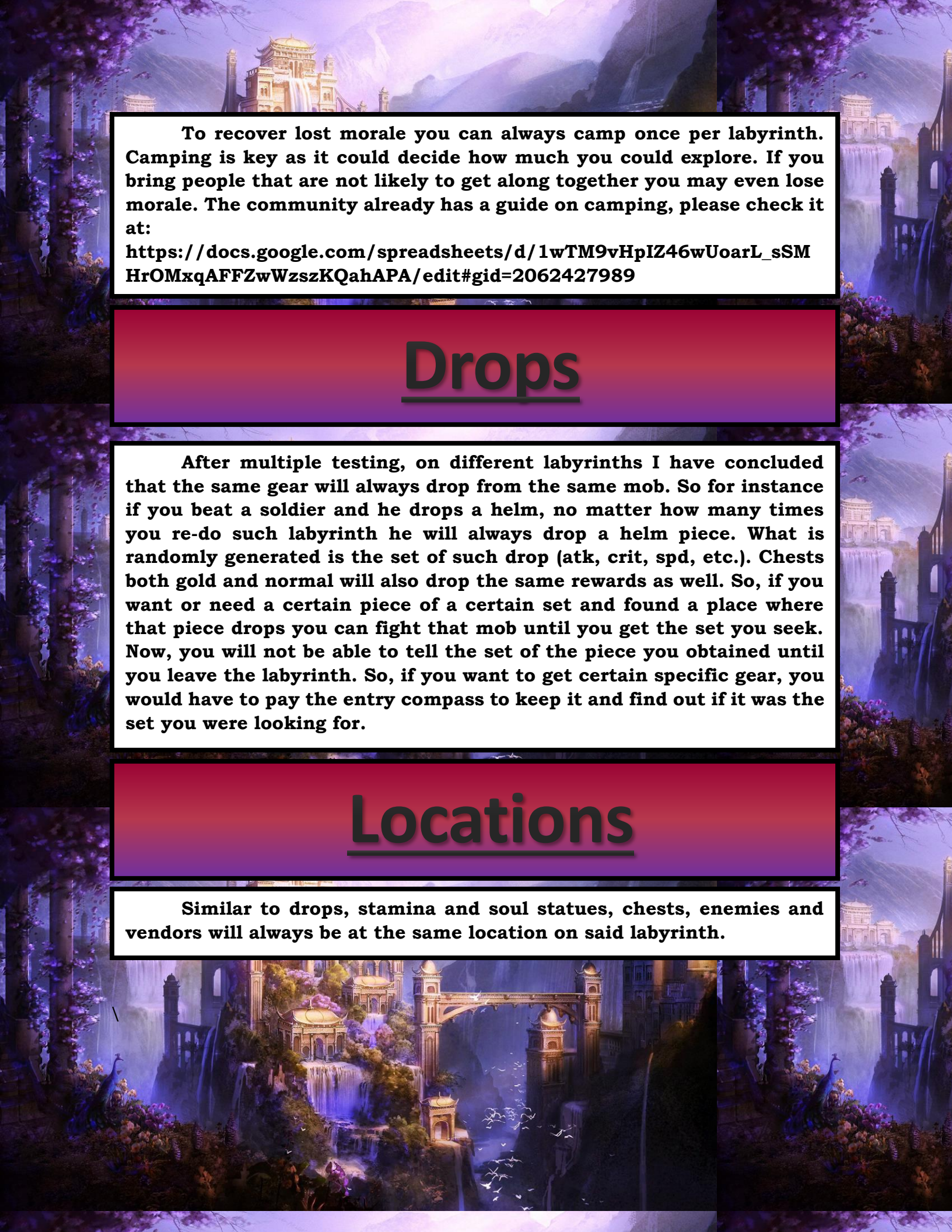
Morale decreases as you move and as you fight. To be more precise, each fight takes away 7 morale from you. As for movements, the following distances take the following amounts of morale:



- From point A to B: 3 morale
- From B to C: 6 morale
- From D to E: 7 morale
- From E to F: 6 morale

IMPORTANT NOTE: Visually it may be hard to think why B to C takes the same amount of morale as E to F. The reason is one of the labyrinths mechanics. Every time you enter another place like the one on the red dot or a hallway, one stamina will be taken away from you. No matter how close the space is to you. This is simple in-game mechanic.

Now the difference is that on E you can transport directly to E. Which means you can exit to a new stage without consuming stamina because you did not come from another area. Exiting an area from a portal WILL NOT take the named morale away. So, using portals is the way to go. They are marked in orange on the maps and will only take 3 stamina away.



To recover lost morale you can always camp once per labyrinth. Camping is key as it could decide how much you could explore. If you bring people that are not likely to get along together you may even lose morale. The community already has a guide on camping, please check it at:

https://docs.google.com/spreadsheets/d/1wTM9vHpIZ46wUoarL_sSMHrOMxqAFFZwWszKQahAPA/edit#gid=2062427989

Drops

After multiple testing, on different labyrinths I have concluded that the same gear will always drop from the same mob. So for instance if you beat a soldier and he drops a helm, no matter how many times you re-do such labyrinth he will always drop a helm piece. What is randomly generated is the set of such drop (atk, crit, spd, etc.). Chests both gold and normal will also drop the same rewards as well. So, if you want or need a certain piece of a certain set and found a place where that piece drops you can fight that mob until you get the set you seek. Now, you will not be able to tell the set of the piece you obtained until you leave the labyrinth. So, if you want to get certain specific gear, you would have to pay the entry compass to keep it and find out if it was the set you were looking for.

Locations

Similar to drops, stamina and soul statues, chests, enemies and vendors will always be at the same location on said labyrinth.



Vendor

Hutchee, the labyrinth vendor is always at a fixed location on each labyrinth. He is usually close to each portal (Recall you can travel across portals for only 3 morale). The trick with Hutchee is that you can buy his items yield the raid and still keep what you bought. He usually sells very good items at a fairly good price, so make sure to check on him even if you do not run the labyrinths.

Strategy

To get the most of labyrinths you need to have a clear idea of where you are going, if you start to wander around you will find many mobs and your morale will go down very quickly. What I recommend and what has allowed me to explore all labyrinths fairly effectively is that you localize at least one portal for run that you want to reach. Once you do that all else after is free for the take. You can run on negative morale to get more coins and before you go lower than -15 (Sometimes you can go up to -30 without risk) you can transport back to any portal and start from there next time you try the stage. As for switches and golden chests, they are usually on areas that are semi-circular and small. So if you see a small mid circle shaped room chances are there is either a golden chest or a switch there. On the image I used to explain morale there is one of such rooms between point E and F.

1-1 HALL OF SILENCE

This is the first and introductory labyrinth. A lot of it is tutorials. The important things to do is to Console the Prince and beat Elson. Once you do that you will be allowed to go into the second Labyrinth. The following image contains all locations on the map:



A: Elson Fight

B: Gold Chest

C: Mob Boss

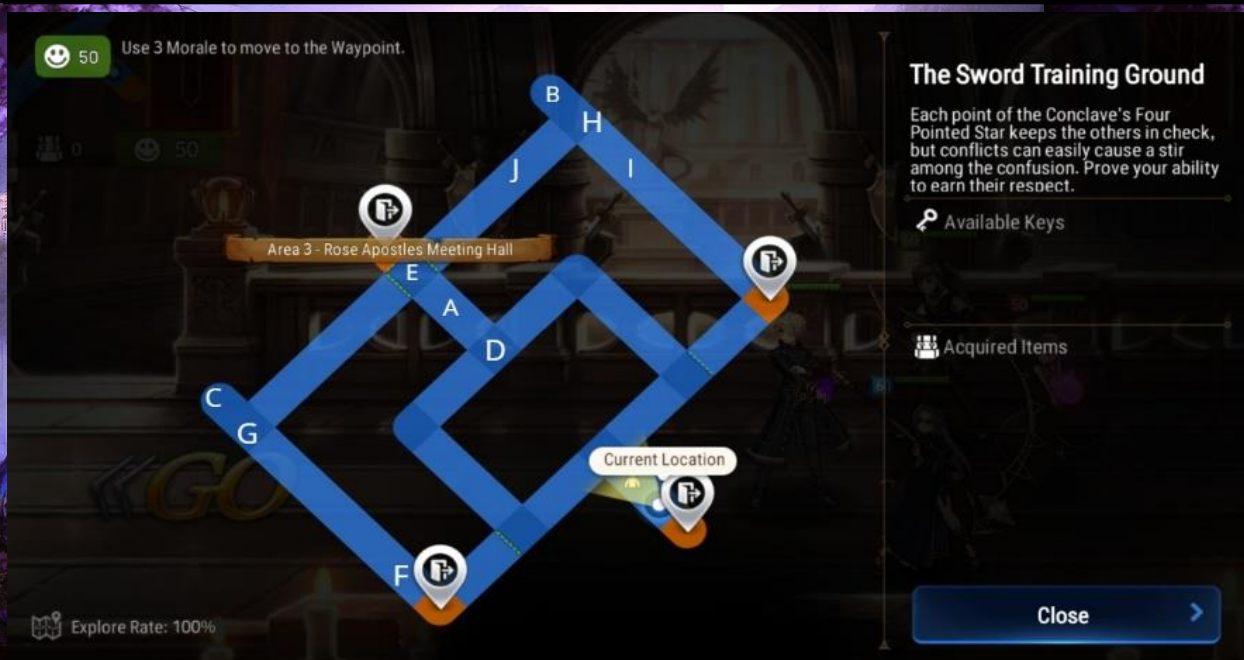
D: Prince Aiether Location

E: Mob Boss

F: Gold Chest

1-2 THE SWORD TRAINING GROUND

This is the second labyrinth. It is pretty straight, it is mostly based on beating Iseria, and getting permission from Charles to proceed to further areas/stages.



A: Iseria Fight

B and C: Gold Chest

D: Vendor

E: Charles Sharon

F-G-H-I and J: Mob Boss

1-3 THE ROSE APOSTLES

MEETING HALL

This is the third map. It is fairly simple, there is not many mob bosses and you just need to beat Mucacha and turn off a switch next to the entrance of the Labyrinth.



A: Statue Switch (Click the statue)

B: Banshee Fight

C and G: Gold Chest

E: Vendor

F: Mob Boss

1-4 BLUE GRACE GARDEN

This is the fourth map. It is a bit heavier in terms of mob bosses and distance explore. There is a key you need to obtain to be able to fight Clarissa and clear the stage.



A: Clarissa Fight

B: Vendor

C: Key

D: Montmorancy Fight

E and F: Gold Chest

H-G-I: Mob Bosses

1-5 ROYAL WATERWAY

This is the final map for the Tyrel Castle. It has considerable more distance to cover than the other ones, so it may be hard to cover it in one go. Focus on getting to the gateways and you'll clear it fast. This stage also introduces the warp gates, which are similar to gateways but only take 1 morale from you per use, you cannot however transport to them by clicking them and they reset every time you leave the stage.



A to E / G : Warp Gate

H - O : Gold Chest

F - P : Switch

Q: Slime Fight

J-M-N: Mob Boss

K: Vendor