

Builds Dictionary

Adharcaiin

Ultimate glass cannon



Adharcaiin:
S- tier (limited by needing a lot of setup)
Traits: (D6W)/(D6B)
Plushies: (Ice wolf + Ice wolf) / (Void + Void) / (Bear + Void)
Elder: Powerful
Counters: Superbehemoths, behemoths, creatures with low mobility
Countered by: Anything with high mobility + turnspeed

Explanation:

A very self explanatory Adharcaiin build to achieve maximum damage. Adharcaiin relies on its access to high damage boosting abilities that push adhar's damage to incredibly high amounts. With max elder veneration on damage and bear void, it can achieve almost 4432 dps in a single second, melting through superbehemoths in an instant. However, with such low hp, it also needs to be completely aware of its surroundings, if the super you are fighting has defensive bleed or burn, you may be killed by the bleed through your hunters curse + unbridled + berserk setup.

Techs and notes:

One way to keep yourself consistently at 25% hp is the usage of springbok to lower your hp through will to live, although this increases setup time by much more than needed. Lava or getting hit by a packed teammate is one of the easier methods to decrease your hp.

Aereis

Speedy bleed stacker



Aereis:
S tier (The strongest in its speed tier/niche)
Traits: (D6W)/(D4S2)/(D3S3)
Plushies: (Pie chomper + cat) / (Pie chomper + reindeer) / (Reindeer + reindeer)
Elder: Powerful/Gentle (To not lower speed)
Counters: Creatures with low bleed immunity, higher tier fliers not in your speed tier
Countered by: Bleed immunity, dedicated antifliers with jump+ws, or crystal breath

Explanation:

Aereis is quite commonly considered to be a baby killer, however, Aer has much more than just being able to kill babies. The access of gold breath allows Aer to slow down higher weight class fliers, letting aer get free hits on fliers that weigh far more and deal far more damage than Aer. The main aspect of Aer’s kit revolves around stacking lots of bleed on many creatures that aren’t able to outspeed and reach aer, allowing bleed to start dealing lethal damage on them. Escape area is completely optional, and most of the time is only used to get out of bad situations, such as being wingshredded. Pie chompers are explanatory, as it forces people to take bleed damage while taking a lot longer to heal the bleed.

Techs and notes:

Use the common 8 figure to maneuver around terrestrials, it is the most efficient way to deal damage to them and also consistently get stacks of bleed on [them](#). Escape area should not be directly used in combat as you become too fast to time hits consistently.

Aesho

Necro semi tank/regenerator



Aesho: C tier Traits: (H6D)/(H6SR) Plushies: (Heart + Astral)/(Heart + Heart)/(Cat+Astral) Elder: Gentle Counters: Ability reliant creatures such as volnoirve, chainsaws Countered by: Burn users
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Explanation:

Although not commonly seen in pvp, Aesho can use a quite nasty regenerator build. Built around being able to achieve 100% bleed block with its high base 8% hpr, quick recovery, and 3.5 defensive necropoison, aesho can be an incredibly hard creature to beat in a fight. Access to an escape route through water also allows aesho to be a decent survivalist, albeit dying to most aquatics. Sets with heart do not manage much combat strength, and instead only seeks to deter predators. However, sets with cat plush can seek to actively engage in combat, stalling opponents with bleed and its superior hpr.
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Techs and notes:

Utilize your jump to reposition behind other creatures to stack more bleed if you run cat plush. Always try to obtain at least some form of necro on the opposing side to make sure their abilities do not trigger. About 3 hits on you means breaths and damage boosting abilities start to not work.
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Aesmir

Low tier killer/Weight wall



Aesmir: B tier Traits: (W6D)/(W2S4) Plushies: (Cow + Cow)/(Cat + cow)/(Cow + astral) Elder: Powerful Counters: Low tiers that cannot escape it/26 speed range fliers with far less weight than it Countered by: Similar flying behemoths such as parah, aquatics, and jump wings shredders.

Explanation:

Managing incredible speed with something with 6000 weight, Aesmir can be incredibly oppressive against lower tiers. Being able to outspeed a majority of t2 and even some of t1, Aesmir can utilize its gargantuan weight to consistently deal double damage to everything t3 and below. Although it has speed and weight, Aesmir cannot manage to disable hpr of many things, and with the recent keen removal, has become less good at detecting lower tiers. Cat seeks to change that problem, granting instant hpr disable to Aesmir. On other note, aesmir can also run a regeneration build with astral, as it is able to achieve 100% bleed block.

Techs and notes:

Always stamina puddle. Due to only having 0.5 glide regen, you cannot chase for extended periods of time without stamina puddle, which effectively makes it have 1.5 glide regen. Backwards diving works especially well on aesmir, and you can also diver displacement to achieve incredible speed.
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Aholai

I don't even know



Aholai: F tier Traits: (S6H)/(S6SR) Plushies: (Jammy slug + jammy slug)/(Chick+chick) Elder: Gentle/Devious Counters: Low poison res high tiers Countered by: A lot... a lot of things
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Explanation:

With the recent aholai buff, aholai actually has access to a damaging passive with its strong 75 toxic trail. As it only needs aholai to get to 75% hp to use it, aholai can utilize toxic trail to deal decent damage to behemoths and potentially kill them (albeit being very unreliable). Since it causes 3% damage per second and 2 stacks of poison, it can actually deal some serious damage if they're not being careful.

Techs and notes:

Utilize toxic trail stacking where you stack multiple toxic trail in a single area by running back and forth in a straight line or small circle. This allows you to double toxic trail damage in get higher poison per second, you can utilize this to your advantage.
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Ahri Tahmuk

Weight wall/Brute damage dealer



Ahri Tahmuk
B tier
Traits: (W6D)/(W4S2)/(BW6)
Plushies: (Cow + Cow)/(Arcane + reindeer)/(Ice wolf + Ice wolf)
Elder: Powerful/Gentle
Counters: Similar or lower weight fliers, supers (it is a flier), terrestrials without wingshred
Countered by: Large wing shredders such as gore, creatures with high breath res like wardens

Explanation:

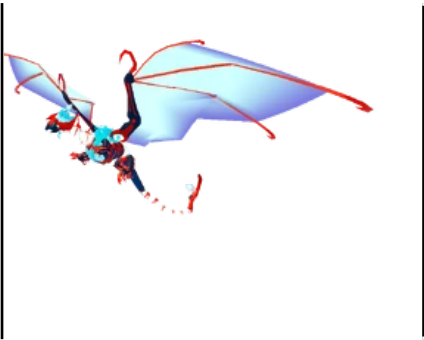
Ahri Tahmuk has very high weight for its speed class, reaching 5220 weight with cows, and unlike weight walls like Aesmir, also have high damage to back its weight. The combination of such high weight, damage, and the access to a high damaging solar beam allows Ahri Tahmuk to deal incredible amounts of burst damage, being able to shred through novus. If you aren't going for the in flight grab tech, double ice wolves also serve much purpose, shredding through many t4 fliers that it can grab in an instant. Finally, the Arcane Reindeer set allows Ahri to spam solar beam to deal damage from afar, and then to finish them with your grab. This grab is even more deadlier because of ahri tahmuks massive horizontal hitbox, covering the entirety of its frontal area, not allowing many fliers to escape the grab.

Techs and notes:

Utilize the in air grab tech with Ahri tahmuk. Its very simple to do, cancel flight, spam grab in front of you if you see a flier in your direction, and once you've grabbed them, re-enable flight to obtain massive burst damage.

Aidoneiscus

Boeing airplane/Corrosion stacker



Aidon: C tier Traits: (W6B)/(S6B) Plushies: (Reindeer + reindeer)/(Cow+cow) Elder: Gentle/Powerful Counters: Non wingshred behemoths or things with a low hitbox Countered by: Most other t5 fliers, t3 flier anklebiters, wingshred users (yeah a lot)

Explanation:

Playing aidon feels like piloting a boeing airplane, its not really that fast for a t5 flier, feels like trying to push around a boulder, and on a similar speed tier, has much less weight than khuvuk. The 1.4 cd bite cooldown doesn't help either, but what really sets Aidon apart from other fliers is its access to corrosion. Because aidon has corrosion, it is able to kill many supers through battles of attrition, slowly stacking corrosion on the super while dealing burn dps. Although bite is not good on fliers, it is almost required on aidon, as without bite, it simply just cannot function in air battles nor pvp in general.
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Techs and notes:

Utilize miasma breath to drain other fliers of their stamina, this can allow you to endlessly fly sprint. Do not seek to engage in facetanks with other t5 fliers, as you are heavily disadvantaged with your 1.4 bcd, but utilize in air trades to achieve maximum value from burn and corrosion, both ailments that deal damage.
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Akorbik

Low tier killer/Survivalist

	Akorbik: B tier Traits: (W4S2)/D3W3) Plushies: (Cow + Cow)/(Reindeer + Cow)/(Icebreaker + Cow) Elder: Powerful/Gentle Counters: Low tiers, low tier fliers Countered by: Lower scale t3 raiders, getting hit once by a super (you shouldn't approach supers)
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Explanation:

Akorbik sports incredible 1900 weight as a t2 flier, and that is also incredible as it has grab, many t1s just cannot escape from Akorbik's first strike + injury + high weight combination, allowing it to be a very efficient low tier killer. Akorbik can also function as a survivalist, throwing creatures away and running from them with its burrow and high flightspeed. Double cows are usually used, but if the damage nerf does not seem good, you can always run double coal..

Techs and notes:

Your combination of burrow and climber allows you to trespass other burrows, climb up a wall and then zoom into first person to try and go out of bounds and teleport to the teleports that other burrows have beside you.

Aleicuda

Orbital sniping railgun/Space program



Aleicuda
A tier
Traits: (MS6+W)/(W4D2)
Plushies: (Partridge+Partridge)/(Cow+Void)
Elder: Gentle
Counters: T4/T3 fliers, lower scale t4s and t3 terrestrials
Countered by: Larger aquatics and yourself (if you aim your dart wrong and end up in the literal desert)

Explanation:

As the sea animal with the most dart power (8), aleicuda is one of the best snipers in the game for fliers. Being able to reach up to the literal sky islands, no one is safe from this fish, and the fish is not safe from it landing the middle of nowhere having to take 6 minutes to slowly crawl back to land. The stamina build is one of the most cracked builds in the game, allowing Aleicuda to hit 150 stamina with double partridge and enrichment, allowing it to dart a whopping 3 times in a row, covering the entirety of the map. If you are more basic and looking for just a better way to burst down fliers, Cow void with weight and damage allows you to dart from who-knows-where and hit fliers with your crazy 500 dps with sand breath and bleed.

Techs and notes:

Ambushing before using your dart, timing it correctly and looking up will allow you to hit off an ambushdart, effectively increasing your dart power by 6 and giving yourself 14 dart power. Not even the novus mains are safe.

Alkaksu

Survivalist/half-decent latcher



Alkaksu
D tier
Traits: (S+H6)
Plushies: (Cat+heart)/(Cat+Cat)
Elder: Devious
Counters: Behemoths + supers with no defensive ailments that deal damage
Countered by: Similar flying behemoths such as parah, aquatics, and jump wingshredders.

Explanation:

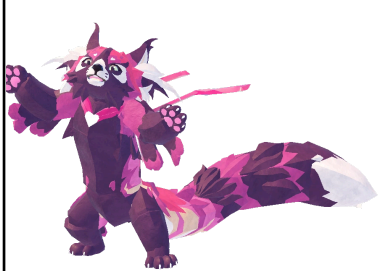
Although Alkaksu has one of the highest speeds in the game, it cannot manage a good offensive presence due to the presence of several lachers that are much stronger than it. It is completely outclassed by Felifaux, half outclassed by minawii, and the addition of latch to many other specs made it so that alkaksu couldn't compete. But there is one thing that alkaksu has over mina- and that is 15% base hpr with quick recovery. This makes alkaksu an incredibly tenacious anklebiter. When things bite mina once, it has to go back, run and heal for at least 4 ticks. However, alkaksu needs only one tick to heal back all the damage done to it. Of course, this is at the expense of guilt, meaning things like kendyll can one shot you, unlike mina, but you could probably heal it all back if you are careful enough.

Techs and notes:

Use water to run away, and only speedblitz when you are at the verge of being in the hitbox of a large animal. Otherwise, speed blitz is useless.

Allifu

Regenerator/Survivalist



Allifu: B tier Traits: (H6W)/(H4S2) Plushies: (Ghost + astral)/(Heart + heart)/(Heart+cat) Elder: Gentle Counters: Low tier status stackers such as Ralokai Countered by: Fellow injury stackers, behemoths and high scale t2s such as Zokzis

Explanation:

Albeit not having the best tools for being a regenerator, with no access to strong defensive or offensive ailments besides injury, Allifu earns a solid spot in the sub meta for being very slippery, and hard to catch by many different animals through its combination of escape area, guilt, and high hpr. Running ghost astral on allifu allows you to achieve absolute 100% immunity to bleed with gentle elder, however, this trades off offensive potential even though it is meant to be the best combat set. Heart heart is best for surviving and racking up small kills through third partying, while heart cat is meant to be a hit and runner for long term fights.

Techs and notes:

Using an escape area in combat is actually a decent idea. Because of allifu's high regeneration, you can regenerate back the escape area in 2 ticks, allowing you to be more nimble to stack more bleeds with the heart cat set. However, do be aware, the moment a single tick of bleed falls on you, you're either gonna have to run like the wind or die doing so (if you're not using astral ghost).
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Altulis

Weight wall/Regenerator



Altulis:
A tier
Traits: (W6S)/(W4S2)/(W6B)/(H2W4)
Plushies:
(Cow+cow)/(Arcane+cow)/(Astral+heart)
Elder: Powerful/Gentle (for regenerator)
Counters: Non burn resistant fliers, flier regenerators (ouratum, ura etc.)
Countered by: Large antifliers, breath resistant creatures

Explanation:

Altulis can reach to be the heaviest creature in t4 fliers, reaching an absolutely crazy 11178 weight (no I'm not joking), the literal weight of behemoths with every weight buff it can muster. Even with this high weight, Altulis can still deal lots of damage because of its access to a literal death ray (solar beam) and offensive burn, wearing most of its targets down over time. Access to 50% bleed block also means that Altulis can run a regenerator build because harden **somehow** boosts hpr and it has quick recovery.

Techs and notes:

Lead off most battles with solar beam, because fighting with altulis is a pain. Battles last for years and bluffing them off with your high solar beam damage is a better idea than just sticking it throughout the whole battle, because some Sang player's gonna think that they can actually kill you when you have about 9k weight. Only harden in response to a lot of physical trauma, such as maybe a gimon bursting you down, or to regenerate faster on regenerator builds.



Amolis

Stamina puddle support (?)



Amolis: F tier Traits: (S6SR)/(H6S) Plushies: (Cat+cat)/(Astral + cat) Elder: Gentle Counters: Low stamina low tiers (very uncommon) Countered by: Basically everything else
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Explanation:

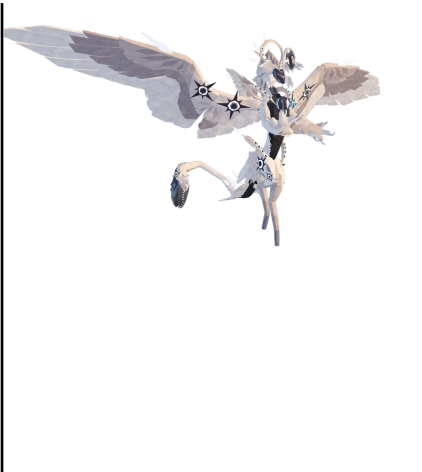
Amolis, is very much, buttcheeks. Although it has nothing remotely usable on its kit, it does have stamina puddle. And even with that tool, its outclassed by aesmir as a support with this stamina puddle because aesmir can get to its team quicker with far more usage from its weight. Meanwhile, amolis has... drowsy area, which was good in legacy and then got nuked in recode. There's not much I can explain. Running astral can let you achieve 100% bleed block and maybe get some value off of hpr. Or you just run with a speed trait and call it a day. Maybe you can stack bleed with it? I'm not sure, but when I tried to play with amolis, even with double cats I died 9 times in 17 minutes because of fliers... Sad that this thing actually has a sick design.

Techs and notes:

Really it has no techs. A funny thing you may try is to plop down a stamina puddle on top of a burrower to maybe stop them from burrowing, but I think that's probably not happening.

Angelic Warden

.357 Magnum



Angelic Warden
S- tier (Strongest in its niche, but takes skill)
Traits: (D2S4) *Only trait combo it needs
Plushies: (Ice wolf + Ice wolf) *Only plushies
Elder: Powerful
Counters: EVERY. SINGLE. FLIER. *if you're skilled enough, AND. EVERY. SINGLE. SUPER.
Countered by: Nothing. Nothing if you're skilled enough and your computer runs at 240 fps.

Explanation:

Immune to wingshred? Check. Insane damage? Check. Fast as heck? Check. This is not a glass cannon. This is an atom splitter. We have become death, destroyer of worlds.
IT. HAS. BASE. 561 DAMAGE. BASE 561 DAMAGE WITH MAX WARDEN. When you first look at its stat you think to yourself, "Oh this thing is outranked by Sang toare and Erridea as a glass cannon." NO. NO IT IS NOT. LOOK AT ITS HURTBOX, LOOK AT ITS TINY HURTBOX. NOW LOOK AT ITS MASSIVE HITBOX THAT COVERS THE WHOLE SCREEN. I have hit venus, yes venus from the literal sky from how gigantic the hitbox is. We don't even want to mention double wardens rage glitch. This is a massacre. This is a slaughter. No other creature in creatures of sonaria feels more like using the super shotgun from doom eternal, because my record for kills on this thing is 72 kills in a single hour. Do I even need to explain how strong this is? Once you apply all that you've learnt from killing with fliers and every single flier tech. We become invincible, unkillable, with all of that damage. But that's also why angelic is very tough to play. You become incredibly glassy at 50% hp, and you need that to be able to kill other things. Rocking 2000 hp and 2250 weight suddenly becomes a big burden for that 561 damage. But remember, all you need to do is learn the spec, play it like you're playing an elden ring hitless run and you will be fine.

Techs and notes:

Tilting sideways using Q and R while flying allows you to tilt your hurtbox in that direction. This allows for unexpected hits and surprising specs. Try to learn how to do backflips and fly backwards on this spec too, backflips allow you to hit directly downwards, letting you hit terrestrials so much easier, while backwards flying allows you to juke fliers like aolenus into chasing your huge hitbox, dealing damage to them while they can't deal damage to you.

Ani

Combat healer



Ani:
A tier
Traits: (BHeal6)/(SH6)
Plushies:
(Rosevine+Heart)/(Rosevine+Dolt)
Elder: Devious
Counters: Not much, its a healer.
Countered by: Bleed users, raiders like dyae and idra.

Explanation:

Ani is one of the most common healers in the game, being able to heal virtually every ailment and have decent heal dps at the same time. Access to these traits make Ani an undisputable meta healer. There's not much I can explain with the set, rosevine is crucial, heart for more regeneration on your part and dolt to run to high spots easier or to explain raiders faster.

Techs and notes:

Always have a backup burrow. During fights, you make killing whoever you are healing so much harder, forcing people to target you instead. Try to always put at burrow in a hard to reach spot along forgotten shores or swamp, letting you get to safety sooner.

Anutill

Bleed/poison stacker



Anutill:
B tier
Traits: (D2S4)/(S3W3)/(D6B)
Plushies: (Haunt dragon + heartsnake)/(Ice wolf + Cow *With weight)/(Chick+Chick *no weight)
Counters: T4 fliers with no completely immunity to both bleed and poison, higher tier fliers with low bleed res
Countered by: Dedicated anti fliers, weight wall fliers

Explanation:

Anutill is a common double ailment stacker within flier metagames, sporting a good 2 bleed and 2 poison. With this access of double ailments, Anutill can play the long game against other fliers, slowly wearing them double with the ailment damage while circling above with sonic wings or diving into the water to stall. Its low weight causes it to be frail amongst fellow t4 fliers, but this is solved by its access to dazzling flash, giving anutill usually 2 free hits on the opponent, guaranteeing that they will always have some bleed or poison.

Techs and notes:

Utilize diver to stall between hits, giving you a free bleed or poison proc while also giving you slightly more stamina from agile. Dazzling flash should be used the moment you get into a fight to get free ailments on the opposing side, guaranteeing that you at least have some form of damage against others.

most by Kakslokinha or Anutill guy

Aolenus

All rounder



Aolenus:
A tier
Traits: (D6W)/(W2S4)/(D2S4)
Plushies: (Ice wolf + ice wolf)/(Cow + reindeer))
Elder: Powerful
Counters: Most t4 fliers, most t4 below terrestrials
Countered by: Behemoth fliers, t5 flier killers

Explanation:

With access to high damage and also a high damaging ailment in burn, aolenus is indisputably a meta creature (if you are willing to slap 35k mush down the drain for him). Access to grab with a decent amount of weight allows aolenus to promptly dispose of t3 fliers that are an inch too close to its face, and t5s with no access to jump die a slow death to its damage and burn stacking. A regenerator is also possible, but not recommended as you have to run gentle astral ghost, investing too much resources on regeneration. Overall, Aol is a very strong spec that doesn't need a lot of introduction, I'm sure you have seen clans using them.

Techs and notes:

Use common figure 8 tech, as aer also does to fly around terrestrials. Midair grabbing is also usable. Not much else to say

Apofuex

Survivalist



Apofuex D tier Traits: (H2W4)/(W6B) Plushies: (Vamp bat + Vamp bat)/(Vamp bat + heartsnake)/(Astral/Vamp bat) Elder: Powerful/Gentle Counters: Ailment chainsaws with 0.5 bcd lower Countered by: Damage hammers, any behemoth, hammer fliers

Explanation:

Apofuex is an incredibly underwhelming spec, albeit boasting an incredibly high 3.5 defensive corrosion, offers zero offensive capability from its horrid 75 damage with 0.8 bcd. In order to make best use of its 3.5 corrosion, many opt for BW with max weight to make sure it takes more hits and deals more corrosion, while a slight regenerator build with astral and vampire bat makes for a bleed immune semi tank. If you're looking for a corrosive semi tank, Sana ata would be a much better choice with its high tail whip damage.
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Techs and notes:

Drop your poison totem in hard to reach nooks and crannies as it deals poison in a radius, making you much harder to kill in that radius. Dropping your poison trap on the totem also makes for a double hp much harder to kill totem that ensures that the opponent always takes poison.

Aqoxturumox

Bulky status stacker



Aqoxturumox
S tier (I consider him the strongest aquatic)
Traits: (BW6)/(D2W4)/(H2W4)
Plushies: (Tannenbaum+Ginger snapper)/(Astral+Cow)/(Tannenbaum+cow)
Elder: Powerful
Counters: T5 aquatics, behemoth fliers, bleed stackers
Countered by: A good kohikii or eigion

Explanation:

Within the aquatic meta, Aqoxturumox stands dominant with its incredible ranging capabilities and a well rounded kit. Aqox excels at every aspect of its kit, being used as a ranger, a antiflier, a status stacker, even a regenerator. Throughout all of these kits however, I believe the strongest is Tannen ginger snapper. Boasting an impressive 0.7 bcd with 2 offensive poison, aqox already has an exceptional offensive ailment that not a lot of aquatics have resistance too, but with the addition of frostbite, becomes even stronger and even countering magnacetus. (Double tannenbaum was so strong that it could even beat eigion, but thankfully it was toned down) With its impressive dart and access to gale, aqox can even catch down foes smaller than him such as arachyu, who struggles to deal with aqox's extended hitbox. Even as one of the more recent additions to aquatic meta, Aqox has been one of the strongest and will continue to be incredibly resistant to new patches and additions.

Techs and notes:

Never dart towards the target, always keep range on the target with your long reach while trying to stay above the water and above your target to finride it. Dart only when necessary for you to maintain your reach and get out of the hitbox of your target by unstrafing and air darting. Gale is optimal of these situations as it slows your targets approach and gives you usually 2 extra hits.

Arachyu

Ambusher/nuker



Arachyu A+ tier (Meta against land creatures, not so much against fellow aquatics) Traits: (D6W)/(D6B)/(MS6B) Plushies: (Bear + Void)/(Bear + Ice wolf) Elder: Powerful Counters: Terrestrial behemoths, terrestrials in general, lower scale t4 fliers and t5 fliers Countered by: Most of all t5 aquatics

Explanation:

Boasting an impressive 650 damage with harden, Arachyu is an incredible ambusher against terrestrials, instantly bursting them down and dragging them to the depths. However, this 650 damage comes at a cost, with only 11000 weight, arachyu struggles against most of all other t5 aquatics, even syroudon as syro has much more stamina. However, beating these aquatics is not impossible, relying on burst and ambush tactics with bear plush, which increases aggro damage by an additional 12.5%, being much more useful than void in an aquatic environment with few creatures. With the max stamina build, arachu is even able to beat magna in a fight, relying on darts to achieve 7 free hits before going to a facetank with harden.
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Techs and notes:

Harden the moment you grab someone, or harden at the beginning of seeing someone as the speed decreases does not affect your darting power. For berserk users like morthorax, try to harden when you estimate their health to be halved.
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Arcabatur

Bulky status stacker



Arcabatur C tier Traits: (H3S3)/(D2S4) Plushies: (Heart+Heart)/(Jammy slug + Ice wolf) Elder: Devious Counters: Players who don't know what reflect is Countered by: Players who know what reflect is

Explanation:

Although extremely fun to play with its 3 defensive bleed and reflect, Arcabatur unfortunately is completely outclassed by Irdegarde, which boasts burrow, 4 offensive bleed, first strike and better damage with all of the key points that make arca fun to play. With access to reflect, arcabatur can apply its defensive ailments towards superbehemoths and behemoths with ease, but you must always target something that you know doesn't know what reflect does, as if they do know, it means certain death for you. Heart plushies seek to amplify Arcabatur's 8% hpr and make it a good hit and runner, while Jammy slug allows arcabatur to deal free necropoison from getting hit while in reflect.
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Techs and notes:

Utilize soft landing deal free hits in air before going into reflect, soft landings can be cancelled by sitting. The more you lower your weight on reflect users is also the better, as their damage scales off your weight and you reflect that damage back (also why running hearts is nothing but beneficial).

Archalium

Hit and runner



Archalium
B tier
Traits: (H4S2)/(D2H4)/(D2S4)
Plushies:
(Heart+Cow)/(Reindeer+Reindeer)
Elder: Gentle
Counters: T4+ Terrestrials, Low bleed res fliers
Countered by: Brute fliers (jot, aol etc.), small antifliers (gorgon, idra etc.)

Explanation:

Another outclassed spec, if it weren't for Ouratum's drastic nerf, Archalium wouldn't be even considered as an option. Even with such drastic nerfs, ouratum is still considered better with its 12% hpr, fortify and solar beam. This makes Arcal's only thing over ouratum being its access to serrated teeth with higher bleed. With no access to complete bleed immunity, Archalium even struggles to stall in battles, and can only hit terrestrials and run before bleed starts working on it. The playstyle is also self explanatory in the title, hitting and running.

Techs and notes:

You get a tick of healing right after you heal off bleed, so don't stop laying down until you heal off all bleed so that you can receive 2x healing after bleed.

Archinax

Glass cannon



Archinax
D tier
Traits: (D6B)/(D4S2)
Plushies: (Ice wolf + Ice wolf)
Elder: Powerful
Counters: Ailment stacking t3s, regenerator t3s
Countered by: Mostly every other t3 or above, weight walls and fliers generally

Explanation:

Archinax once was a demon. Access to 500 dps with 0.8 bcd once was strong, but now in this current metagame, it is outclassed by gorgonichus, gwiodama, and lissiceous, not because of the raw damage output, but because its lack of any abilities, utility, and speed. Having 84 speed that is much less than some creatures in the tier and horrid weight and hp, Archinax struggles unless ambushing people and praying that it can kill in the 5 seconds of wingshred power charge gives. Most of the time it can't, and even then Gwiodama is superior for ambushing, while gorgonichus is better for mobility

Techs and notes:

Always power charge before the fight, as it gives about 3 stacks of wingshred on the opponent and to ambush t4 or lower fliers. You have 3 seconds of cooldown before you can utilize the power charge again, so against large fliers you can chain your power charge.

Ardor Warden

idk literal nuke



Ardor A tier Traits: (D6W)/(D6B)/(D2S4) Plushies: (Void +Void)/(Ice wolf +icewolf)/(Bunny+Bunny) Elder: Powerful/Devious(speed build) Counters: T5-4 fliers, lower scale t5s (vahia miju etc.), ailment stackers Countered by: Larger t5s
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Explanation:

Having access to the highest single target damage in the game, Ardor can deal crazy amounts of damage to anything in the speed tier. However, because of its low weight and bulk as a t5, ardor struggles to combat larger tier 5's even with this incredibly high damage. This is the reason why I opt for a speed build ardor to achieve speeds to chase down t4s rather than combating fellow t5s. However, if you wish to beat large t5s, voids are optimal with powerful elder. Fliers also lose to ardor with its 2 wingshred, and its bleed cannot be ignored too.
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Techs and notes:

Damage linking smaller fliers to a terrestrial lets you wingshred the flier by hitting the terrestrial, as ailments are also transferred through damage link. Try to predamage yourself to 80%, as it allows you to take about one hit and still maintain your 50% first strike with some amount of warden's rage. 50% ardor is suboptimal as you can get nuked twice by a ghartokus or hygos and just die.
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Arkmetta

Toxic hunker tank



Arkmetta A tier Traits: (H3W3)/(DW6) Plushies: (Astral + heart)/(Haunt dragon + vampire bat) Elder: Gentle/Powerful(If running dw and no hearts) Counters: Most of all t4s, fliers through poison spam, lower scale t5s with no burn Countered by: Burn stackers, damage hammers
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Explanation:

Sporting a very good amount of weight and health for its speed, Arkmetta is a strong species that suffers just because of being weak to burn as a higher scale t4. Arkmetta's 1.5 defensive poison alongside with a spammable poison area, toxic trap and toxin breath make it deal crazy amounts of poison that starts hurting the moment you touch it, causing it to be very difficult to take down with its hunker and drowsy area, even being immune to bleed with astral or 2 ghosts. Its fatal weakness lies in its -20% burn block, causing it to be very susceptible to anklebiters who frequently use pig lantern or even larger burn hammers.

Techs and notes:

Abuse your 60% toxic trail by inching backwards with hunker active to deal 3% additional more damage. Try to drowsy area at the start of a battle to make sure that you can get the poison on the opponent. Poison area whenever the cooldown goes up, a couple more poison can't hurt. Always keep hunkered, its completely beneficial. Run the moment you see a burn user.
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Arrainoa

Aquatic hammer anklebiter



Arrainoa B tier Traits: (D6B)/(D6W) Plushies: (Void +Void)/(Ice wolf + icewolf) Elder: Powerful Counters: T5 aquatics (if you have enough skill), Countered by: T3-T4 aquatics
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Explanation:

With a combination of high damage and bulk with bleed, Arrainoa is the perfect aquatic anklebiter, able to shut down foes like magnacetus with ease. Killing fellow t2s and below is also Arrainoa's specialty, as it can burst down specs with one adrenaline and dart. Not much else to say as Arrainoa has a very basic kit and is also very easy to learn. Try to ignore t3 or t4 aquatics however, as they have a large hitbox with a smaller hurtbox and can hunt you down with their darts.
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Techs and notes:

Always adrenaline in a fight- thats it i guess.
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Arsonos

Burn hammer



Arsonos A tier Traits: (D6B)(W6B) Plushies: (Void +Void)/(Ice wolf +icewolf)/(Ember spirit + Ice wolf) Elder: Powerful Counters: A majority of a t4 terrestrials in its speed tier, can anklebite behemoths with bad hitboxes like boreal. Countered by: Larger t4s, t5s, fliers with an abuseable hitbox.
--

Explanation:

Arsonos is incredibly underrated, boasting a 400 damage bite with a 0.8 bcd is already something that people should be aware of, but that with access to usable 5000 weight, grab, burn and fire breath is incredibly strong on something in the 65 speed tier list. Double ice wolves are always optimal on these types of damage hammers with some ailments, as if you run voids you run into the risk of being in the speed tier with the nightmare of a spec, zolbatros.
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Techs and notes:

Grabbing fliers who are just about to take off grants you 2 extra hits and a chance to kill a frail flier such as malu or aer.
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Artikauk

Frostbite support



Artikauk C tier Traits: (S4H2)/(ST2S4) Plushies: (Tannen + reindeer)/(Tannen+heart) Elder: Gentle Counters: Some t5 fliers(athyluth raiquazok etc.), behemoths with low bcd (ghart, pace etc) Countered by: T4 flier nukes and weight walls, small anti fliers
--

Explanation:

Frostbite flier stackers have already long been neglected as frostbite does not function well in flying battles, and even then they have to recognize the sheer frostbite output of the p2w Somnia or the secondary damage output of tundrik, making them severely underplayed or sometimes, just unplayable. Artikauk is at the near rim of being unplayable, saving it's incredibly horrible stats with insane defensive ailments and being an all terrain. In PVP, the most artikauk can function is a frostbite support so that friends have easier jobs taking down foes.
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Techs and notes:

Learning diver displacement and figure 8 will help you play artikauk greatly.

Aseliorus

Antiflier weight wall



Aseliorus C tier Plushies: (Cow+Ice wolf)/(ice wolf + ice wolf)/(pie chomper+heart) Elder: Powerful Countered by: tier 5 fliers, lower scale t4 fliers, injury stackers. Counters: T3 below fliers, fellow t3 terrestrials.
--

Explanation:

Aseliorus is an underwhelming spec, not because of it's incredible weight for a low scale t3, not because of it's bleed, not because of it's 5 wingshred and thorn trap, but because of it's horrible hitbox that makes an antiflier become food to fliers. Boasting harden and 2.8k weight on a borderline t2 was already incredibly strong with access to thorn trap and wingshred, but because it's hitbox always extends downwards and not to above, makes aseliorus a target. Damage and weight boosting plushies are self explanatory, however the final pie chomper heart build is utilized on aseliorus's decent speed and bleed, while negating the hpr nerf from powerful and pie chomper.
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Techs and notes:

Never harden against t3 fliers, it makes you unable to catch up. Instead, try to stack a bit of injury before doing so, and utilize thorn traps freeze too.

Asilvestrela

Super killer/DPS



Aseilvestrela B tier Plushies: (Void + void)/(Arcane+ice wolf)/(ice wolf+ice wolf) Elder: Powerful Counters: supers, behemoths, similar t4s, regenerators Countered by: weight walls, breath resistance, fliers
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Explanation:

Although Asilvestrela is an incredibly strong species with the coveted hunters curse + berserk combo, it is frequently outclassed and less used than the cheaper and stronger alternative, Fabraashe. Even though it can be used as a burn stacker, it is frequently outclassed by other common burn stacker t4s like embriss. Of course, if you are willing to drop 8000 mush on it, it would be a good addition to your repertoire as it can easily melt through super behemoths and normal behemoths with hunters curse + berserk + solar beam burst, and if things get awry, it can explode immediately upon them. In summary, asilvestrela is very good, but outclassed by cheaper, stronger species.

Techs and notes:

Activate hunters curse when you have about 75% hp remaining in order to trigger berserk. Always start solar beaming at the start of a fight.

Astrothi

Regenerator/survivalist



Astrothi F tier Traits: (S3H3) Plushies: (Cat+Heart)/(Pig lantern+Pig lantern) Elder: Gentle Counters: About nothing Countered by: Small anti fliers, raiders

Explanation:

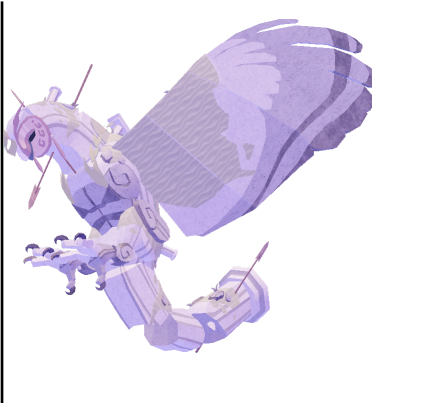
Astrothi is almost completely outclassed by shiyaro as a flier anklebiter and even as a survivalist. Having 9 hpr and quick recovery with crazy defensive ailments really doesn't do much when you are oneshotted by the average creature, and even 3 shotted by the average t1 pvp creature. Cat heart is an attempt to salvage bad specs, as giving it ailments might help its 0.5 bcd. Overall, astrothi is not salvageable, and if you want to play a survivalist, there are even better survivalists.
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Techs and notes:

Really nothing except that you can drowsy area to reduce speed for a brief 4 ticks so that the shiyaro doesn't maul you immediately.
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Athulyth

Flying brick wall



Athulyth: Traits: (BW6)/(W6S) Plushies: (Cow+Cow) / (Cow+Any defensive ailment) Elder: Powerful Counters: Most T4 Terrestrials, T4 and under fliers, low end T5'S, Majority of T5 Fliers Countered by: Anything with HIGH offensive burn, high end T5 fliers (Para, Gimon, Raiq)

Explanation:

Athulyth is extremely good at defending itself against multiple fliers at once, you are able utilise its good hitbox very well during dogfighting, as well as attacking terrestrials from above. Do not be too worried about your T5 fliers rival, as you are substantially faster than them. While you are countered by the three fliers mentioned above, you ARE able to beat Para and Raiq, its all about utilising your advantage in hitbox and try not to get hit as much as possible. Speed trait for Athulyth is optional, as it is a lot faster than anything within its speedrange while also being stronger than some of them.

Techs and notes:

Remember to utilise your hitbox! It is vital to do it as it saves you from anything including tiny fliers such as pentagloss. And ONLY use fortify when your status effects have more than 10 stacks, just like in any species that have fortify. Also you are immune to wing shredders, you can just activate fortify and fly away.

By nec

Slaioarn

Slaiorn

EXTREMELY toxic regenerator



Slaiorn:

S tier (dude, hes probaby the best t3 aqua in the game.)

Traits: (H6+STR/H6+MS)

Plushies: (Astral+Heart), (Astral+Pig), (Astral+Jammy)

Elder: Gentle

Counters: T4-T5 aquatics EXCEPT Eigion. Note, this excludes T5 semis such as Sarco and Mortho as they are more 50/50. Also counters non-poison immune anklebiters.

Countered by: Burn users, Eigion, Liskwyrn (its poison immune sighhh)

Explanation:

Slaiorn heavily relies on its poison, bulk, and radiation to kill its opponents over time. It deals decent damage but its true advantage is being able to last in a fight with small size and greater speed than larger enemies. Slaiorn's radiation gradually decreases the enemy's damage output over time due to corrosion, and it can chase them quite easily due to its mobility. It has great health regen so it can time its heals and regenerate very efficiently mid battle. However, Slaiorn does terribly when beached and should avoid small ponds as, without more space to dodge, Slaiorn is easily hit and grabbed by larger opponents.

Techs and notes:

You can range your opponents with radiation. Your radiation range will be displayed as an orange circle around Slaiorn. Be sure to keep opponents at the edge of the circle to minimize any damage done to you as possible, but always manage your stamina to keep a few darts at the ready.

By deathoftheworld

Khu'Vuk

Khu’Vuk

Jack of All Trades... Master of None



Khu’Vuk
B tier (meh spec 🤔)
Traits: (D2/S4) (B/S6) (H3/S3)
Plushies: (Icewolf/Reindeer)
(Reindeer/Reindeer) (Astral/Heart)
Elder: Powerful, Devious, Gentle (respectively)
Counters: Any superbeheemoth cuz flier
Countered by: High mobility creatures with high damage, anything with some form of wingshred

Explanation:

You can play Khu’Vuk in almost any way you want, but it is outclassed at every job. It is relatively slow for its DPS range and requires serious tailriding skill. The damage build is somewhat optimal if you manage to get used to the powerful nerf+low speed and time spite correctly. The ailments build is the one I personally felt the most comfortable playing as the increased mobility meant a lot more flexibility in fights and meant that I outspeed fellow t5 fliers most of the time, as well as not relying on timing spite as any spite charge deals double ailments. The regen build is a basic regen build; play it as you would most other regenerators but be mindful that Khu’Vuk has less health and bulk than most other regenerators its size. Khu’Vuk, in general, sucks against t3 fliers as its damage is not enough to pressure them effectively. Avoid fighting them unless they are in a vulnerable position. Khu’Vuk relies too much on Energy Breath’s Slowed RNG in fights against those that outspeed it – focus on fighting other t5s.

Techs and notes:

Spite doesn’t need full charge to deal double ailments!

By deathoftheworld

Parahexilian

Parahexilian

Weight wall/Burn stacker



Parahex:
S tier (Best behemoth flier overall)
Traits: (W4S2)/(W6D)/(D2S4)
Plushies: (Cow+Cow)/(Reindeer+Cow)/(Ice wolf + Ice wolf)
Counters: Most fliers who try to approach it
Countered by: Larger behemoth fliers such as gimon or raiquazok, small antifliers (Kriprik, idrabark etc.)

Explanation:

Parahex is the king of behemoth fliers, sporting a ludicrous 6250 weight with harden while still being able to catch up to small fliers if necessary is already an incredible feat, but this is further bolstered by its access to Self Destruct, the second strongest ability in the game alongside burn, the best ailment in the game. Power charge allows parah to even function as a terrestrial facetanker, catching up to and annihilating any respective t4s or t3s within its reach. Hitting a crazy 14175 weight, being even higher than altulis while still maintaining a decent amount of damage, Parahex is undeniably broken. These builds are self explanatory to reach maximum weight, to be able to speed to other t5 fliers, and also to burst down terrestrials.

Techs and notes:

In air grab is usable. Laying down right after a self destruct allows you to not take damage from any burn ticks, poison ticks, bleed ticks or any damaging ailments. However this does not prevent you from taking damage from bleed while having serrated teeth so be aware of that. Harden immediately upon fights with lower tiers, but only harden until facetanking with a larger behemoth flier.

reqed by **Relative-Tap3844**

Megalodystrix

Megalodystrix

Weight wall



Megalo
A+ tier (Outclassed by altulis, but has a niche)
Traits: (W4S2)/(W6D)
Plushies: (Cat + Cow)/(Cow+Cow)/(Astral+Cat)
Counters: Terrestrials with no wingshred (Ken, Ghartokus etc.), Low weight fliers (Angelic, Fellisio etc.)
Countered by: Regenerator fliers (Ouratum, ura etc.)

Explanation:

Boasting incredibly high weight as a flier, Megalo is one of the best weight walls in the t4 flier speed tier. However, it is regrettably outclassed by altulis, who has superior burst damage, ailments, and speed, but throughout all of these traits, megalo has one thing that does better than altu. That is access to fortify. Fortify makes you pretty much immune to wingshred, use it once and you can take off. Ailment stackers also tremble before your fortify, wiping tens of dozens of ailments out. You can utilize this advantage to immediately airgrab them and kill them, or utilize your superior weight to apply constant pressure on them. Cat cow seeks to make Megalo's horrible ailment game to be better and providing it instead hpr decrease, double cow is self explanatory and Astral cat is a way to make megalo into a staller, being immune to bleed yourself while dealing bleed to others.

Techs and notes:

In air grab is needed on megalo, the 8 figure diving position is also very good to learn. Timing fortify right after you receive a hit is a good skill to learn too.

Menace

Menace

Corrosion dps



Menace B+ tier (Strong, but immediately countered by burn) Traits: (W3D3)/(S2W4)/(W2S4) Plushies: (Coal + Coal)/(Astral+Pig lantern) Counters: Large behemoths, mostly t5 terrestrials Countered by: Most of all fliers especially t5 fliers, burn stackers can straight up delete menace too, so be careful about that.
--

Explanation:

Just like how Woodralone symbolizes death by famine, Ripirin for death by disease, and Uleoum for death by freezing. Menace stands for annoying people to death. With your 0.5 bcd and corrosion, you can function almost as a lower tier khilutatra, but with incredible damage. With corrosion, you would want higher weight so that you can deal double damage much sooner, and speed to cancel out powerful weight nerfs so that it is not in the speed tier of scary t3 damage nukes. Double coals seek to make you deal double damage at 70 stacks of corrosion rather than 80 to behemoths such as sarcosiris, while astral pig lantern allow you to have passive damage from burn to make sure that you don't have to rely on corrosion weight loss.

Techs and notes:

When you start dealing double damage to behemoths, immediately enable your hunters curse to shred them down so they cannot react. Cause fear is suboptimal to use most of the time as it makes behemoths strafe faster than you walk, so only use it when you know you are about to get hit as to mitigate half of the damage from the attack.

Moonelle

Moonelle

Dps healer



Moon
S tier (highest healing amongst low tier healers)
Traits: (BHeal6)/(HHeal6)
Plushies:
(Rosevine+chick)/(Rosevine+fox)/(Rosevine+Heart)
Elder: Devious
Counters: Doesn't counter anything considering it is a healer
Countered by: Strong raiders such as dyaee, idra, and vete

Explanation:

Having the highest heal per second of all low tier healers, moonelle is one of the best healers in the game based on pure numbers alone, even though it doesn't heal ailments like ani. Peaking over 200 heal per second, it is only outhealed by coniferon, a t4. However, the tradeoff to this amount of heals is low mobility, with a small jump, dart and being heavily reliant on escape area in order to heal and run from threats. Its burrow has 4 entrances, but a raider can easily kill you from your low mobility and weight. Reasons for running chicks, fox, and hearts all seek to prolong your life in order to heal more or to escape more easily.

Techs and notes:

Never jump with moonelle, it is horrible. You get a tiny, useless jump that you can easily beat by running for 18th of your stamina bar. Darting is much more valuable than this jump.

Denjzi

Denjzi

Heavy bleed stacker



Denjzi
S- tier (Incredible all around spec, limited by no access to burst damage)
Traits: (D3W3)/(D6B)
Plushies: (ice wolf + ice wolf)/(Cow+Void)
Elder: Powerful
Counters: Most t4s, large t3s, t5 fliers, low bleed res creatures in general
Countered by: T5 aquatics... thats about it

Explanation:

Denjzi has one of the highest weights amongst the t4 semiaquatics, even being able to kill kohikii, a full aquatic as a semi. Access to incredible amounts of bleed with a decent usable dps, and with wingshred makes denjzi an overall extremely strong species, except that it has no burst damage method, leaving it open to getting bullied by some t5 aquatics such as arachyu. Cow Void is the optimal set as it increases both damage and weight at the expense of a couple points of speed, which denjzi easily does not need so much, as it can dart much faster than a sprint. Fortify is also one of the key points why denjzi is strong, as it is able to almost remove all form of poison or burn accumulated on themself in an instant, neglecting fliers or anklebiters.

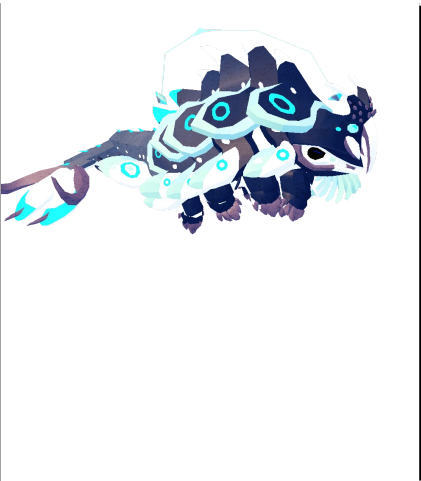
Techs and notes:

During chase sequences for ambush against t5 fliers, be sure to utilize your ambush as your 62 speed may not be enough to catch up. Grab should frequently be used to jump people alongside with dart, however, this is not so effective against smaller terrestrials, as it may be better to just chase them in order to stack injury, as grabbing causes them to panic and maybe use their own ambush to run away before injury starts putting in work.

Militruea

Militrue

Hunker tank



Militrue
A+ tier (Would be the best if it weren't for golgaroth)
Traits: (H2W4)/(W6B)
Plushies: (Cow + Any defensive ailment, I recommend ember spirit)/(Cow+Cow)/(Heart + Defensive ailment)
Elder: Gentle
Counters: T5 aquatics and terrestrials with low speed. Chainsaws.
Countered by: Burn stackers, behemoth fliers.

Explanation:

Having 10k weight, 9k hp, and a full decked out defensive kit, militrue is incredibly hard to kill. With gentle it hits 100% block bleed, and also has defensive paralysis, allowing militrue to easily hit whatever hits it. Running defensive ailments also allow mili to deal back ailments to whatever attacks it, being a nuisance and also disrupting t5 battles. In most cases, it is not beneficial to attack the Militrue as you're barely able to kill it, but Militrue has one weakness, its 3% hpr. With barely enough hpr to make it even gain back health during a fight, Mili sometimes has to resort to heart plush, or hpr trait to just give it enough to heal back about 10 percent in 3 minutes.

Techs and notes:

Once you hit channeling, immediately start running, if something can get you to channeling through your insane bulk and hunker, they can get you through 20% hp too. You can also hunker while darting by strafing in the air.

Quezekel

Quezekel

Fast poison stacker



Quezekel B tier Traits: (D2S4)/(S4STR2) Plushies: (Haunt dragon + haunt dragon)/(Reindeer+Reindeer)/(Reindeer+Haunt) Elder: Gentle, Powerful if you're willing to risk speed nerf Counters: Large t5 fliers, high scale t4, behemoths Countered by: Small anti fliers

Explanation:

With a small frame and poison, Quezekel is a strong flier anklebiter that focuses on bringing behemoth fliers down by deleting their stamina through poison and slowly killing it over time. With its high speed, tracking it down and hitting it is especially hard. However, with its -45% block bleed, one hit causes quezekel to be shut down immediately, forcing players to play smart. Therefore, speed builds on quezekel are meta and defining to its playstyle.

Techs and notes:

Always spam poison area, there is no downside and its free 5 poison. Who wouldn't take it? Also, your grab is basically useless, and you can only grab halalqual.

Goreganthus

Goreganthus

Tanky bleed allrounder



Astrothi A tier (Strong, but its speed tier all has a degree of bleed block. Vahia victim.) Traits: (BW6)+(MS6B)/(H6B) Plushies: (Ice wolf + Dolt)/(Jackrabbit+Dolt)/(Heart + Dolt)/(Astral+Dolt) Elder: Powerful (For bw), Gentle (for everything else) Counters: Behemoths with a low bite hitbox or long bcd such as sarco and hygos, majority of fliers, t4s. Countered by: Similar speed tier creatures (Taburuun, Vahia, etc.)

Explanation:

Gore is an incredibly weird spec. Extremely strong against higher speed tier creatures like sarc and hygos, but horrible against its own speed tier. It falls victim due to its speed tier having a lot of bleed resistance, causing gore to be unviable against its speed tier, however, gore has an ace up his sleeve to run from lower speeds and to catch up to higher speeds. That ace is triple jumping. Through the usage of dolt and spamming jump, a creature can obtain a triple jump, not the double jump listed on the plush that extends its air duration and distance by an incredible bit, allowing it to ambush fliers and t4s alike. This is also why Dolt is a must have on gore, but the most optimal set is MS6B and jackrabbit dolt, which allows you to have a whopping 11 consecutive jumps to outplay and outmaneuver behemoths. For a creature that is heavily reliant on bleed and needs mobility, this is absolutely perfect. With cause fear, Gore can also have an emergency button in case it is grabbed by sarc, or hit from a daylight boosted hygos. Other builds such as a regeneration build aim to make gore much better at hit and running, while astral can allow gore to have 100% block bleed. Overall, gore is an amazing spec limited only by its speed tier being strong against it, which forces it to move up or down the speedtiers.

Techs and notes:

As I have said, triple jumping is key, allowing you to snipe fliers with your 3 wingshred and also to ambush creatures or even run to high ledges. Another one is ambush swimming. As gore has agile swimmer, he already swims very fast, but if you ambush into the water, the water will calculate it off your ambushing speed (from runspeed) which makes you even outspeed average aquatics in the water.
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Turgeon

Regenerator weight wall

	Turgeon: A Tier Traits: (H4W2)/(H6B)/(BW6) Plushies:(Ghost+Magichorn prongbug)/(Ghost+Oceanwing)/(Cow+Cow) Elder: Powerful/Gentle (To use ghost) Counters: T4 aquatics, t4 terrestrials, specs with no burn Countered by: large fliers and small anklebiting fliers
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Explanation:

Aereis is quite commonly considered to be a baby killer, however, Aer has much more than just being able to kill babies. The access of gold breath allows Aer to slow down higher weight class fliers, letting aer get free hits on fliers that weigh far more and deal far more damage than Aer. The main aspect of Aer's kit revolves around stacking lots of bleed on many creatures that aren't able to outspeed and reach aer, allowing bleed to start dealing lethal damage on them. Escape area is completely optional, and most of the time is only used to get out of bad situations, such as being wingshredded. Pie chompers are explanatory, as it forces people to take bleed damage while taking a lot longer to heal the bleed.

Techs and notes:

Use the common 8 figure to maneuver around terrestrials, it is the most efficient way to deal damage to them and also consistently get stacks of bleed on them. Escape area should not be directly used in combat as you become too fast to time hits consistently.
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