

Monster Super League Beginner's Guide

Contributors: AznElite123, Julia, Lecasualrage, NestiaZitrone, Stupy, Turinqui, Zyli,

If you want to learn something that isn't on this guide, please let me know!

WARNING! VIEWERS AGE 13+ LOTS OF **ing cussing. (Don't let your kids read this)**

I have official quit the game. All my youtube videos are deleted cause someone complained about me using their art. My bad to the artists. Thanks.

Also, I can personally help you via PM on reddit, discord, twitch as well!

Reddit: aznelite123 (i have no idea how the reddit system works :V)

Twitch: www.twitch.tv/aznelite123

Discord: <https://discord.gg/bMYXXUP> new discord

Youtube: <https://www.youtube.com/AznElite123>

Chinese Traditional Translated Version thanks to /u/asyoucansee20702

<https://docs.google.com/document/d/1LCoxJKRXTTiF7g1DokQkSTBv45u8JGIBfZCir8I26Ns/edit?usp=sharing>

Want to help support me? Spread the word :)

Last Updated on: 6/14/17(I lazy.)

Notes:

- New update spotlight!
- Youtube video on a guideline of setting up a titan team
- Late game Missions! (3rd continent) by Julia
- Fuck my guide, I found an even better guide! Added NestiaZitrone to Contributor, and added his guide to my titan list.
- Revamped the gem rating algorithm!

- Youtube farmable teams videos placed on Golems B7-10, also a video on midgame rush for yalls who like to watch :)

TABLE OF CONTENTS

[Update Spotlights:](#)

[Mid Game Rush Guide](#)

[Alternative B7 Rush](#)

[Alternative B8 Rush](#)

[Tragedies to Avoid](#)

[Heroes Contract](#)

[Missions](#)

[Astromon Gem Equipment:](#)

[Gem Sets](#)

[Flat vs %](#)

[Gem Substat Builds](#)

[Perfect Gem Template for Astromon Classes:](#)

[Resist Soft caps](#)

[Defence Diminishing Returns](#)

[Progression Level Builds](#)

[Rating Your Gems](#)

[Selling Gems Guidelines](#)

[HP and DEF Aggressor builds](#)

[Useful Farmable Astromons](#)

[Fire Astromons: Usable in Golems 1, 3, 5, 6, 8, 9, 10](#)

[Water Astromons: Usable in Golems 1, 2, 3, 5, 6, 7, 8, 10](#)

[Wood Astromons: Usable in Golems 2, 3, 4, 5, 7, 8, 9, 10](#)

[Light Astromons: Usable in all Golems depending on team build](#)

[No Useful Dark Farmable Astromons](#)

[Farmable Monster Priorities](#)

[Gold Farming](#)

[Astrogem Currency Farming](#)

[Exotic and Rare Farming](#)

[Astromon League \(PVP\)](#)

[Gleems](#)

[Using Friend's Representatives](#)

[What to do when you use all of your friend reps](#)

[What packages to buy first for newbies](#)

[Package Calculations by Lecasualrage](#)

[What to buy with crystals](#)

[How does the clan system work](#)

[Titan Battles](#)

[Rewards](#)

[We United](#)

[We Divided](#)

[What to spend your clan tokens on](#)

[General guidelines on how to setup a team](#)

[Fodder Units for Astromon Rebirth](#)

[Golem's Guides](#)

[Golems B6 - Light Boss](#)

[Golems B7 - Water Boss](#)

[Golems B8 - Fire Boss](#)

[Golems B9 - Wood Boss](#)

[How to Early Mid Game build...](#)

[Double Healer Team:](#)

[Sapper Team:](#)

[Self-Sustain Team:](#)

[Normal Team:](#)

[Example Farmable Team:](#)

[Proven Farmable Team:](#)

[Golems B10 - Dark Boss](#)

[Dragon's Guides](#)

[Dragons B1 - Water](#)

[Dragons B2 - Dark](#)

[Dragons B3 - Wood](#)

[Dragons B8 - Wood](#)

[Dragons B9 - Fire](#)

[Dragons B10 - Light](#)

[Astromon Values:](#)

[NAT 5's:](#)

[Arthur](#)

[Garuda](#)

[Indra](#)

[Nightmare](#)

[Odin](#)

[Persephone](#)

[Shiva](#)

[Siegfried](#)

[Valkyrie](#)

[NAT 4's:](#)

[Anu](#)

[Banshee](#)

[Boltwing](#)

[Mera](#)

[Cupid](#)

[Cura](#)

[Hana](#)

[Ifrit](#)

[Jeanne](#)

[Loki](#)

[Nezha](#)

[Succubus](#)

[Sura](#)

[Tigar](#)

[Vampire](#)

[Venus \(limited addition\)](#)

[Victoria](#)

[Wildfang](#)

[Yaksha](#)

[Yuki](#)

[Videos and Streams!](#)

[Youtube](#)

[Twitch](#)

[Communities](#)

[Emulators](#)

Update Spotlights:

Guide is not finished yet

Welcome to the game, new players! I hope you guys are enjoying the game so far and hopefully not raging at the moment like I am. So what should we be focusing as a starting out player specifically free to play?

I suggest you check out the **Mid Game Rush Guide** below to reach mid game much quicker. If followed step by step you can make it to mid game in a week or two.

Mid Game Rush Guide

Youtube Turtorial:

<https://www.youtube.com/watch?v=yIjUK4O2gO8&index=1&list=PLcyNxKrSeUIJMccGYjzLFwCE2NzGlj7xO&t=53s>

So you want to get to mid game (Golems B7+) as fast as possible?:

Step 1:

Build a water team to level 40+ as fast as possible. The following astromons are prioritized from top to bottom in terms of efficiency for **farming Pagos Coast Extreme** without a rep:

- Water Perse (Best fucking healer in the fucking game)
- Water Garuda (DPS) - hp flat, att% x2
- Water Nightmare (Tank) - hp flat, att% x2
- Water Valk (DPS) - hp flat, att% x2 (obtainable in heroes contract)
- Water Mona (DPS) - hp flat, att% x2 (**Best farmable** in pagos coast)
- Water Victoria (DPS) - hp flat, att% x2
- Water Anu (DPS) - hp flat, att% x2 (farmable super rare)
- Water Odin (DPS/Tank/Utility) - hp flat, att% x2
- Water Phibian (Tank) - hp%, att% x 2
- Water Seiren (Healer) - hp flat/% x3 (farmable in Aria Lake)

- Water Latt (As Main Tank) - hp%, att% x2

All Gems should be 4* at least and +6 or higher, conviction preferred if you're using reps to farm.

You should order your early farming team: Water Seiren Lead (doesn't even matter if she's variant or not, she's there to act like a punching bag), the other two after and the astromon you are leveling as last.

Note: Some of these gem builds are limited to Pagos Coast farming ONLY and definitely needs to be rebuilt for anything else

You will only need 3 of these astromons (Preferable NAT5's or DPS) to help power level other astromons on Pagos Coast Extreme.

Step 2:

Fill up your friends list with 50 Level 50-60 astromons (Refer to "**Using Friend's Representatives**"). You would want all types of elements in order to push through easy, hard, and onto extreme up until **Pagos Coast** where you want to use water reps if you do not have a water team. If you're leveling up astromons, make sure to use one astromon at a time so that all the exp gained from the scenario will go onto that one astromon. Later on, you can replace the friend's representative astromon with your own maxed level astromons.

ORDER OF UNLOCKING PAGOS COAST: Phantom Forest Normal -> Lunar Valley Normal -> Aria Lake Normal -> Mirage Ruins Normal -> Pagos Coast Normal -> Seabed Caves Normal -> Magma Crag Normal -> Star Sanctuary Normal -> Pagos Coast Hard -> Seabed Caves Hard -> Star Sanctuary Hard -> Pagos Coast Extreme -> go to exp stage.

ALSO make sure to upgrade your capture rate as high as possible (4 upgrades early on then increase to 6 or 7 once you have a stable b8 team) on Pagos Coast.

If you run out of representatives, start farming for water seirens and water monas on easier stages of their respective locations.

To autofarm Pagos Coast Extreme on your own, the minimum level requirement is 40 and 4* gems at +6 at least.

You can probably start farming Pago's Coast **EXP stage** without rep with:

- Evo 2 Water Seiren Level 40: HP flat x3
- Evo 2 Water Mona Level 40: HP flat x2/3, Att% x1
- Evo 3 Water Latt Level 40: HP% x1, Att% x2

This team will not work on the first half of pagos coast because of water pinchee 3* skill counters same element, which is your water team.

Alternative B7 Rush

Note: the Alternative B8 Rush is much faster to get to mid game. Scroll down more.

Step 3:

Once your water team is maxed leveled (40 or 50 preferably to speed run faster), you may work on a leveling and gearing a wood team for B7 Golems. Gem your water team with pure 4* att % or hp flat gems at least +6 in order to increase the run speed (can be any gem sets). Water Seiren can be built normally since she will be used for B7 Golems and will be your main tank for Pagos Coast farming. She should be built HP HP HP|DEF on conviction. If she is not evo 3 yet, you can slap HP flat gems but the REC stays %.

You can probably start farming Pago's Coast **EXP stage** without rep with:

- Evo 2 Water Seiren Level 40: HP flat x3
- Evo 2 Water Mona Level 40: HP flat x2/3, Att% x1
- Evo 3 Water Latt Level 40: HP% x1, Att% x2

This team will not work on the first half of pagos coast because of water pinchee 3* skill counters same element, which is your water team.

Step 4:

For the wood team to bring to B7, you will need an evo 3 Wood Miho/Seedler variant to get extra resist % and this astromon will be your team leader and tank. Wood Miho will be built HP% DEF% ATT% with conviction set. Wood Seedler will be built HP% HP%/DEF% DEF% with conviction set. Then you will have 2 DPS with defense break or extra DPS. You will also have one primary or secondary healer which will be on the second or third position. Your entire team will have a conviction set on in order to boost resist with at least +9 upgrade for consistent and fast runs. If you want to see a free to play team check B7 Golems in Golem's Guide section.

Basic starting Golem B7 team:

- Variant Wood Miho Evo 3 Level 50 : HP DEF ATT | Conviction/Yellow set
- Water Seiren Evo 3 level 50: HP HP HP/DEF | ^

- Wood Squirrus Evo 3 level 50: HP DEF ATT | ^
- Water Latt Evo 3 level 50: HP DEF ATT | ^

On my alt I used 2 Wood Squirrus, which bumped up the speed then the team used above

Can also position this team as: Wood Miho | Water Latt | Water Seiren | Wood Squirrus
Remember this team here is just a template and can be easily changed but **KEEP IN MIND** that an evo 3 astromon is much better than an evo 1 and maybe even an evo 2 astromon. Example: Wood Squirrus Evo 3 > Wood Anu Evo 1. Stat has a great importance towards new players.

Step 5:

Congrats you entered the beginning of mid game! To further progress through golems I highly suggest you check my viable astromons for golems and dragons spreadsheet:

<https://docs.google.com/spreadsheets/d/107Ilx0-yGfluNvsvnlvi-1-FPArgF84BjwBchEqSM8/edit#gid=0>

Alternative B8 Rush

Step 3:

Instead of having 3 water astromons for farming pagos coast, build a 4th water astromon to be ready for B8 golems. Gem your astromons with 4 star gems at +12 enhancements. A template can be found under **B8 Golem Guide**. Once your team is all level 50 and gemmed out, you may skip B7 golems with a wood walk rep and head on towards b8 golems.

B8 golem is much easier and also faster to grind than B7, meaning you will get faster income.

Do's and Don'ts

Now everyone makes mistakes... Hopefully the "detailed" explanation below helps:

DO:

- Once arena is unlocked, participate in PvP immediately and spend all of your tickets (win or lose you still get medals) as they will reset every time you level.

- Start using all your candlings to evo 3 a fire candling (square diamond x2)
- Start building and leveling a Water seiren immediately
- If you can try to go for astromons with triple square slots for easier gem gearing as a new player.
- Only add level 50+ astromon representative friends and cap your friends
- Only upgrade 1*, 2*, 3* gems for story quest. Otherwise sell them. Once you get to pagos coast you would want to save 4*: hp flat, hp%, att%, def%, rec% gems.

DON'T:

- Only do 1-2 summons at the beginning to start off with some astromons, after that save all your astrogems to either progress or summon for clan festival and hero festival for better Nat 5's rate.
- Don't build Fire Miho, you would definitely want a Wood Miho or Water Miho towards evo 3 first!
- Don't collect stamina from the mailbox immediately; leveling does not accumulate the stamina, the stamina just resets.
- Do not throw away your Water Latt!!!
- Fuck Birdies, throw the 2* away and rebirth the 3* ones (If the rebirths are not the birdie themselves)
- Don't kill rares in scenarios unless you failed to catch
- Don't build a Wood Mona, build a Water Mona instead for gb8 and faster overall progression
- Don't buy the gold packs with your astrogems (1000 astrogem gives you 1 mil gold from the pack. **1000 astrogems net you 3.3+ mil gold via mid game level farming golems**)
- Don't buy 4* soulstones in the shady shop until you're able to farm b8 golems
- Don't use Nat 5's to evo 2 another Nat 5, You want to use evo 2 Nat 5's to evo 3 a Nat 5.
- Fusion will not guarantee a variant just because you used a variant!
- AS A NEW PLAYER, do not partake in hero's REBIRTH. There are better Nat 4's for progression outside the new Nat 4's from Hero's Rebirth

Heroes Contract

The contract system allows you to pick one of three NAT 5's, which only requires you to log in 15 consecutive days to obtain. So the three NAT 5's includes:

Fire Arthur (Most Picked)

- 3* 100% stun, 5* 60% defense break for 3 turns
- Extremely viable in every situation except against water enemies
- Primarily used as a utility DPS
- I use this bad boy in High Tier PvP, ToC, Wood Dragons, Titans

Wood Odin (Second most)

- 3* Self Heal proportional to damage dealt, 5* 80% defense break for 2 turns
- New Player Exclusives as she is able to help farm b7, b9, b10 golems
- Second highest attack in terms of elemental (Highest is fire Siegfried)

Water Valk (Least Picked)

- 3* 30% extra damage, 5* 100% defense break for 2 turns
- One of the hardest hitting water units. Usually picked because of lack of water attackers in general
- Good for farming Pagos Coast as a new player, and mainly more of a pick for late game players because a strong water valk is usually late game build and up
- Good for b8 golems, still can farm b8 without water valk though.

Hopefully this helps you decide which NAT 5 is the best option for your progression!

Missions

Missions are rather easy at the beginning but can get rather difficult and tricky once you reach the later stages of the Missions, this guide will feature late-game Missions only. You can clear most Missions just with using gems to revive, etc. I will feature Chapter 29 & 30. Before even attempting these Missions, you need to be aware of the need of good gems and rather decent Astromons. The team setup should be able to survive but at the same time deal damage. You will need evo3 nat4's or good evo3 nat3's like Shellie. The Problem with these Missions is that there are no deaths allowed at specific parts of the Missions. Another problem is that you need to capture an s-rare Mon at extreme. Do not try it at normal or hard, it won't work. I would advise to search a stage fitting for your team and auto it with a counter team. There are stages with only one element on Monsters so you can build a complete counter team to clear faster and make the runs save. Sky Falls Boss at stage 6 could get you into problems as you are trying to beat a

boss that is not only regenerating hp but also is able to stun you, you should bring something to sustain against him. Shields are **highly** recommend for these Missions. The Skyfalls stage 12 Boss is possible to be beat with no deaths if you have a good team-setup. I would recommend Two attackers, one shield unit, one debuff unit (defbreak, attack down, etc.). Even shock works as the minions can be a pain to deal with as well. Defbreak is highly recommend though. The Boss defbreaks for 3 turns so you should pay attention to your shield and try to keep it up, a defbreak for 3 turns can lose you the Mission. After being able to clear Stage 12 at extreme, you should start farming Gems again. *Comming soon*

Astromon Gem Equipment:

Pay attention to your astromons gem shape. There are three gem shapes: Diamond, Square, and Triangle.

Gem shape unique main stat capabilities:

- Diamond = Resist %
- Square = Crit Rate %
- Triangle = Crit Damage %

For a beginning player, there are 3 important things to know regarding gems:

1. Diamond gems are the easiest after square to find when you reach mid-game (due to farming Golem b7). What this means is that if you have multiple copies of an astromon, you should use & level the one with the most Diamond slots.
2. Square gems are now the easiest for farm because of b8 golems has been nerfed. Square gems are required for monsters that are effective on crit. This is primarily important for monsters that have an effect-on-crit on their basic and/or active skills, as well as Dark type astromon (who have a bonus 50% to crit damage inherently). If you have one of these astromons, make sure it has at least one Square slot (Diamond are still ideal for the other slots).
3. Flat stat gems will give you the most help early in the game. Further down, you can find a chart for when to switch an astromon from flat runes to percent runes.

Gem Sets

There are a total of 14 different sets:

Set Name	Set Color	Set Bonus	Where to get it
Tenacity	Pink	2500 HP	Phantom Forest
Fortitude	Brown	150 DEF	Lunar Valley
Ferocity	Light Blue	150 ATT	Aria Lake
Healing	Light Green	150 REC	Mirage Ruins
Conviction	Yellow	20% RESIST	Pagos Coast
Protection	Orange	20% DEF	Seabed Caves
Life	Red	20% HP	Magma Crags
Valor	Blue	20% ATT	Star Sanctuary
Vitality	Green	20% REC	Sky Falls
Intuition	Purple	20% CRIT RATE	Golems+
Ruin	Grey	40% CRIT DMG	Slumbering City
Leech	Black w/ Red	20% HP Siphon	Dragons+
Siphon	Black w/ Blue	40% SP Siphon	Dragons+
Pugilist	Black w/ Purple	20% Stun	Dragons+

Flat vs %

When is it acceptable to use a flat gem? When is it important to use a % gem?

Flat gems are primarily used towards beginner game level. Normally low leveled or low evo astromons will require flat gems. Otherwise, mid game level will require % gems based on the stats that an astromon provide.

When to use a flat gem?:

- Who the fuck uses Nat 1's?
- Nat 2's under Evo 3
- Nat 3's under Evo 3
- Nat 4's under Evo 2 occasionally
- Nat 5's under Evo 2 occasionally

When to use a % gem? This is when you would want to look at the astromon stats:

- ATT: 1100+
- DEF: 1100+
- REC: 1100+
- HP: 18500+

Source:

https://www.reddit.com/r/MSLGame/comments/533dmn/flat_vs_on_12_gems_when_is_win_over_flat/

Gem Substat Builds

As a new player, you don't really look at the sub-stats of a gem until you're able to farm b7 golems and up (Using the Mid Game Rush Method). However, it still helps when you're using the conviction (or yellow) gems to have extra resist% substats to boost overall efficiency.

Warning: Just because a gem is completely shitty does not mean you can just throw away that gem... well until you become a mental breakdown dumbass like me who gets shit rng.

Perfect Gem Template for Astromon Classes:

This is just a small template for new players to **KIND OF** follow. Most astromons are different and require different builds. For example, dark kraken, light nuke, water perse, dark miho will require different gem builds compared to Wood Leo, Fire Odin, Water Nightmare, etc.

Reminder: This is just for when a gem is considered **Perfect** for specific type of classes. You can not have the same type of sub-stat as the main stat. For example, you have a def % main stat you cannot have a def % sub-stat.

Tank and Defenders

Main Stat	HP%	DEF%
Substats (ALL %)	RESIST DEF ATT CR	RESIST HP ATT CR

Attackers

Main Stat	HP%	DEF%	ATT%	CR%	CD%
Substats (ALL %)	RESIST CR CD ATT/DEF	RESIST CR CD ATT/HP	RESIST CR CD DEF/HP	RESIST ATT CD DEF/HP	RESIST ATT CR DEF/HP

Healers

Main Stat	HP%	DEF%	REC%
Substats (ALL %)	RESIST DEF REC ATT	RESIST HP REC ATT	RESIST HP DEF ATT

Balance types are built with either attacker or tank/defender route.

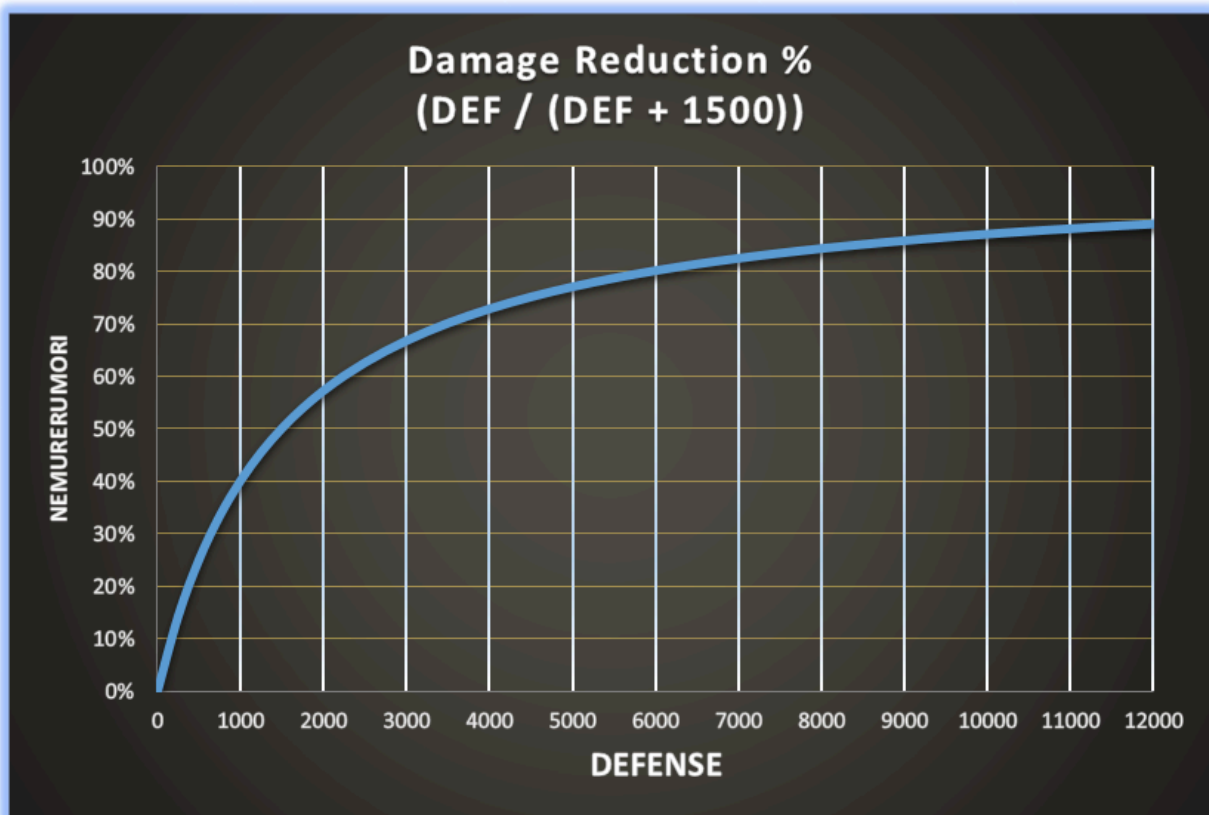
Resist Soft caps

Let's say that one of your astromon has 100% resist and golems or a pvp astromon stunned it. What is your reaction? (Mine's basically rage induced rage of fokin bullshit)

So developers have confirmed that there is a hard cap on the resist where you cannot go over 85% (so if you have 90% total then it goes down to 85% automatically). Through this announcement, ideally you would want to stop building resist on an astromon between 75% to 85% if you want maximum rng consistent resist.

Warning: If your astromon got debuffed/cc'd at high resist... I am not responsible for any broken devices.

Defence Diminishing Returns



As you can see the graph above, the more defense an astromon have, the less damage reduction an astromon will receive!

Typically, once you get astromons to level 60, you would want to check each class and their ideal amount of defense:

- Defense Aggressors:
 - These little shits don't care about diminishing returns, just keep stacking defense
- Defenders and Tanks
 - Only really need one def % gems typically to get around 3.5k to 5.5k for 70% damage negation +
- Attackers
 - Already have extremely low def, but can be built bruiser where the astromon can use def% gem, typically 2.5k defense is ideal for a DPS build for an attacker. Otherwise you would want at least 3.5k+ defense for a bruiser.

So overall, typically for all type of astromons, you only want one def % gem, while any other survivability gems should be hp flat or %.

Progression Level Builds

Will work on this next time~

Beginner Level:

Mid Game Level:

Late Game Level:

Endgame Level(Theory)

Rating Your Gems

So you want to know how your gems are graded? Just a mini guide on how I grade gems.

But first, let us start off with gem tier:

End Game Tier	Late Game Tier	Mid Game Tier
S+ only	A- -> S	C+ -> B+

Reference Sheet: So every points that you miss will degrade the letter by 1 but the starting grade will be S+

S+, S, S-, A+, A, A-, B+, B, B-, etc.

Guidelines here: <https://goo.gl/Xood9A>

Example:



You can see that there was one proc into: Attack flat and Recovery flat. So you can see that this gem started off with Att flat and Crit Dmg at +0, at +3 proc'd Recovery flat, and +6 proc'd CR. In terms of losing points:

- 2 pt lost for being a five star gems
- 2 pt lost for missing 2 substats
- 4 pt lost for having two proc's in attack flat
- 4 pt lost for having two proc's in recovery flat
- 1 pt lost for not having resist (This may vary because other gem's resist substat may add enough to have over 70% resist)

So in total: This gem is missing 13 pts degrading the gem quality towards:

S+ -> S -> S- -> A+ -> A -> A- -> B+ -> B -> B- -> C+ -> C -> C- -> D+ -> D

A D flat grade gem, which is god awful.

Selling Gems Guidelines

So this guideline will be from my own perspective:

Farming Pagos Coast:

- Sell all ATT flat, DEF flat, REC flat, RES%, CR%, CD%
- Once you have 2 REC % (Preferable a RES% substat start) of each shape, sell REC%
- Sell anything not 4 stars

Able to farm B7 golems:

- I would highly recommend new players that are now able to farm B7 to keep all 6* HP%, DEF%, REC%, ATT%, CR% gems regardless of what substats are to used as temporary stats enhancements until better gem quality to replace.

Good Gem Quality

- 4 stars
 - Sell all diamonds but conviction if you are using them for high golems stages
 - Keep all triangle and squares
- 5 stars
 - Sell all ATT flat, DEF flat, REC flat, RES%, CR%, CD%

- Sell all flat set gems
- Do not sell gems that have RES% and CR% substats and at least 1 more % substat
- 6 stars
 - Only use a ATT, DEF, REC flat gem if they are to replace a 4* gem
 - Sell any gems that have less than 2 substats

Able to farm up to B8 golems:

- I would highly recommend new players that are now able to farm B8 to keep all 6* HP%, DEF%, REC%, ATT%, CR% gems regardless of what substats are to used as temporary stats enhancements until better gem quality to replace.

Good Gem Quality

- 4 stars
 - Sell all diamonds and squares but conviction if you are using them for high golem stages
 - Keep all triangle gems
- 5 stars
 - Sell all ATT flat, DEF flat, REC flat, RES% CR%, CD%
 - Sell all flat set gems
 - Do not sell gems that have RES% and CR% substats and at least 1 more % substat
- 6 stars
 - Sell all ATT flat, DEF flat, REC flat, RES%, CR%, CD%
 - Sell any gems that have less than 2 substats

Able to farm up to B9 golems:

- I would highly recommend new players that are now able to farm B9 to keep all 6* HP%, DEF%, REC%, ATT%, CR% gems regardless of what substats are to used as temporary stats enhancements until better gem quality to replace.

Good Gem Quality

- 4 stars
 - Sell fucking everything
- 5 stars
 - Sell all ATT flat, DEF flat, REC flat, RES%, CR%, CD%
 - Sell all flat set gems
 - Do not sell gems that have RES% and CR% substats and at least 1 more % substat
- 6 stars (Read conditions from top to bottom!!!)
 - Sell all ATT flat, DEF flat, REC flat, RES%

- Sell all gems under 2 substats start
- Sell all REC% gems that doesn't have RES substats
- Sell all HP% gems that doesn't have RES **OR** CR substats
- Sell all DEF% gems that doesn't have RES **OR** CR substats
- Sell all CD% gems that doesn't have CR
- Sell all Red, Orange, Yellow set gems that doesn't have RES substats
- Sell all Blue set gems that doesn't have either RES or CR substats
- Sell all Purple and Gray set gems that doesn't have CR substats
- Sell all flat set gems that doesn't follow the REC%, HP%, DEF% requirements.
- Do not sell ATT% gems because you can use the shitty ones(No RES or CR) to boost some astromons for extra DPS for titans!

Able to farm up to B10 golems:

If still lacking gems on large amount of astromons:

- 5 stars
 - Sell all ATT flat, DEF flat, REC flat, RES%, CR%, CD%
 - Sell all flat set gems
 - Sell any gems that doesn't start with 4 substats. The gem needs RES **AND** CR as well as at least 1 % substat
- 6 stars
 - Follow the up to B9 golems gems guidelines

If you want to follow the elitist harsh late game guidelines:

- 5 stars
 - Sell the fuck out of everything
- 6 stars
 - Sell all ATT flat, DEF flat, REC flat, RES%
 - Sell all flat set gems
 - Sell all gems that doesn't have 3 starting substats
 - Sell all gems that have more than 1 flat substat
 - Sell all REC% gems that doesn't have RES
 - Sell all % color set gems that doesn't have RES% **AND** CR%

HP and DEF Aggressor builds

<https://m.imgur.com/Melt2O4>

Useful Farmable Astromons

All astromons listed below are easy to farm towards 3rd evolution in various scenarios and are viable for new players to be used in golems. These astromons may be replaced later on once new astromons are obtained through summoning. Do note the current builds given are respectively for new players and can be changed in term of player's progression.

Fire Astromons: Usable in Golems 1, 3, 5, 6, 8, 9, 10

Astromon	Found/ Farmable	Gem Build	Leader skill	Notes
Bron 2* Attacker	Magma Crag	Conviction/Valor HP/DEF/ATT	Whole team HP increase	Extremely strong DPS vs Wood with added sapping
Candling 3* Attacker	Lunar Valley	Conviction/Valor HP/DEF/ATT or Conviction DEF/ATT/ATT	Whole team Crit rate increase (dungeons only)	Strong DPS with defense break Can be replaced by Fire Yuki
Cotteen 2* Recovery	Buy in Shady Shop Farm evo in Aria Lake/ Seabed Caves/ Magma Crag	Conviction/Life HP/DEF/REC	Whole team Blue soul recovery boost	One of the strongest early game to even late game healers primarily for the 5* skill that provides an attack boost to the team Can be replaced by Fire Cupid
Squirris 2* Balanced	Lunar Valley/ Magma Crag. Farm evo in Phantom Forest	Conviction/ Protection/ Life/ Valor HP/DEF/ATT or Conviction/	Whole team ATT increase	DPS or Tank with attack break

		Protection HP/HP/DEF		
Starrov 2* Attacker	Pagos Coast	Conviction/Valor HP/DEF/ATT	Whole team Crit rate increase	DPS that can purge and defense break

Water Astromons: Usable in Golems 1, 2, 3, 5, 6, 7, 8, 10

Astromon	Found/ Farmable	Gem Build	Leader skill	Notes
Cotteen 2* Recovery	Magma Crag/ Seabed Caves Farm evo in Aria Lakes	Conviction/ Protection/ Life HP/DEF/REC	Whole team Blue soul recovery boost	Can increase defense on team during heal
Latt 3* Tank	Early tutorial reward/ Summonable Farm evo in Mirage Ruins	Conviction/ Protection/ Life HP/HP/DEF	Whole team ATT increase (astro league only)	Tank that can defense break as well as attack break, a budget Wood Leo
Lumo 2* Defender	Seabed Caves	Conviction/ Protection/ Life HP/DEF/REC	Whole team REC increase (useless)	Tanky healer that can attack buff the team
Miho 3* Balanced	All hard story stages in first 2 continents. Farm evo in any difficulty, all story stages in first 2 continents.	Conviction/ Protection/ Life HP/HP/DEF	Whole team resist increase	Tanky Sapper
Mona 3* Attacker	Rare spawn mon in Pagos Coast	Conviction/ Protection/ Life /Valor HP/DEF/ATT	ATT increase for Water mons	DPS with SP sustain and Def Break
Monkiki 3* Defender	Summonable. Farm evo in Slumbering City	Conviction/ Protection/ Life /Valor HP/HP/DEF	Whole team ATT increase	Tank with Defense Break and Thirst

Pinchee 2* Attacker	Pagos Coast	Conviction/ Protection/ Life /Valor HP/DEF/ATT	Whole team DEF increase	DPS with increase crit rate vs water and single target defense break. Only effective against Golem B7
Seiren 3* Recovery	Given as early quest reward. Rare spawn mon in Aria Lake	Conviction/Life HP/HP/REC	DEF increase for Water mons	Strongest beginner's healer in the game for overall healing and 5* Healing Per Turn Skill Capable of soloing against water and fire type scenarios or dungeon
Shellie 3* Attacker	Sky Falls	Conviction/Valor HP/DEF/ATT	Whole team red soul recovery increase	100% defense down 3* skill, 100%+ attack power on 5* skill

Wood Astromons: Usable in Golems 2, 3, 4, 5, 7, 8, 9, 10

Astromon	Found/ Farmable	Gem Build	Leader skill	Notes
Cotteen 2* Recovery	Aria Lake Can farm evo in Magma Crag & Seabed Caves	Conviction HP/DEF/REC	Whole team Blue soul recovery boost	Removes all debuffs from your team on heal
Miho 3* Attacker	All extreme story stages in first 2 continents. Farm evo in any difficulty, all story stages in first 2 continents.	Conviction/Valor HP/DEF/ATT	Whole team Resist increase	Utility DPS capable of applying defense break
Mona 3* Defender	Summon only. Farm evo in Pagos Coast	Conviction/ Protection/ Life HP/HP/DEF	ATT increase for Wood mons	Self Sustain Tank capable of soloing B7 Golems

Mushi 2* Attacker	Seabed Caves. Can farm evo in Aria Lake	Mid Game Build: Ruin/Valor/ Intuition ATT/CR/DEF or HP	Whole team HP increase	SP sustain Nuker
Phibian 3* Attacker	All extreme story stages 3rd continent. Farm evo in any difficulty, all story stages in 3rd continent.	Conviction/ Protection/ Life HP/DEF/ATT	Whole team ATT increase (clan battles only)	Defense Break on both skills, may replace Wood Squirrels.
Seedler 3* Tank	Mirage Ruins	Conviction/ Protection/ Life HP/HP/DEF	Whole team Resist increase	Tank that can apply sap damage
Squirris 2* Attacker	Phantom Forest Can farm evo in Magma Crags & Lunar Valley	Conviction/ Protection/Life/ Valor HP/DEF/ATT	Whole team ATT increase	DPS with DEF break

Light Astromons: Usable in all Golems depending on team build

Astromon	Found/ Farmable	Gem Build	Leader skill	Notes
Ghos 2* Tank	Star Sanctuary	Conviction/ Protection/ Life HP/HP/DEF	Whole team ATT increase	
Kilobat 2* Defender	Summon or Guardian Dungeon Farm evo in Mirage Ruins & Star Sanctuary	Conviction/ Protection/Life/ Valor HP/HP/DEF	Whole team Crit Rate increase	Provides 100% attack break and AOE 60% def break, basically a budget reverse Water Latt, Wood Leo, Fire Odin

No Useful Dark Farmable Astromons

Farmable Monster Priorities

This is my own priority list of farmable astromons to tackle towards future content.

NAT3:

- 1) Water Seiren
- 2) Wood Seedler (If no Wood Miho Variant Lead)
- 3) Water Latt
- 4) Water Mona
- 5) Fire Candling
- 6) Wood Phibian

NAT2:

- 1) Wood Squirrus (Rush this immediately, if no other strong wood units)
- 2) Fire Cotteen (If not using Fire Cupid Evo 2)
- 3) Fire Bron (Back up Fire astromon for B9)
- 4) Water Lumo (If not rushing Water Seiren)
- 5) Light Gigabat
- 6) Water Cotteen

Gold Farming

Gold may be a large problem for new players. Whenever you are farming a scenario for exp for your astromons, focus on gold stages. Do not forget the daily gold dungeons. Make sure to sell the gems that you do not plan on using for added income. Working on story quests and regular quests can provide large amounts of gold as well.

While grinding a scenario, you may capture up to three astromons per run. These captured astromon may be used to either create one of the farmable astromons or released. The released astromons may grant gold, fruits, gems, or even a high egg!

Once you have set up a decently leveled and geared wood team, you will be able to farm golems b7. There are two benefits in farming high level golems: increase in

income from selling the non useable gems and further improving your current astromons with higher tier gems.

Astrogem Premium Currency Farming

Live video from Fantasee!:

https://www.youtube.com/watch?v=tM1mQGqRB_E How to
<https://www.youtube.com/watch?v=5bEmKd37hjU> Math

Astrogem is MSL's "Premium currency." Astrogems can be obtained through:

- In-app purchases
- Quests
- Capturing variants, super rares, and legendaries
- Astro League Division Ranking
- Releasing Astromons
- Push Events
- Facebook Events
- Freebies from 4:33

In terms of Astrogem Farming, the general method is to convert gold to gems via astromon evolution and quest pick ups. The current and cheapest method involves the need of at least 330k gold which will grant you at least 100 gems.

Once you have obtain 330k gold, you will need sixteen of the same astromons, which can be different elements. The 330k gold will only apply to 1* and 2* astromons, any higher will increase the cost in gold.

Start off and sacrifice three of the same astromons into one base and evolve the base. Close the astromon inventory, select quest and collect the 10 gems. You will have to repeat the evo 2 method four times which will result with a total of 40 gems. Next, place three evo 2 astromons into a base evo 2 astromon and evolve. The quest will grant 60 gems this time and you can do whatever you want with the astromon that you have just finished evolving. If this is the first time you evo 3 that specific astromon, you can check the astroguide and collect even more gems.

Keep in mind that if you want a continuous gem farming expedition, a successful steady farming of golems b7+ (definitely B8 golems now) is required to make up in terms of gold/stamina. Only then would you be able to make up the gems lost in refilling for stamina.

Exotic and Rare Farming

So a large amount of players have been asking... What is the best way to farm exotic astromons? Well first of all, there are **no Spawn Rate boosts between the difficulties of the scenarios**. For examples, an **extreme stage will still have the same spawn rate of exotic as normal and hard**. The main strategy that most people use to farm exotics is to clear the stages as fast as possible. So this starts with:

Normal:

- Advantages:
 - Beginning players will be able to clear fast runs
 - Best way to level the player/account in terms of exp/stamina
 - Also good for farming farmable Nat 3's in terms of runs/stamina
- Disadvantages:
 - Inefficient astromon leveling in terms of exp/stamina
 - No dragon sigils drop (for dragon dungeons)
 - Low gold income

Hard: Basically between normal and extreme

- Advantages:
 - Mid level players will be able to clear fast runs (level 60 astromons with decent gems)
 - Much better leveling than normal
- Disadvantages:
 - No dragon sigils drop

Extreme:

- Advantages:
 - Fast farming for late level players (Siphon Gems on 3* Morale boost AOE astromons built high DPS)
 - Dragon sigils
 - Highest Gold Income
 - Best astromon leveling in terms of exp/stamina

- Disadvantages
 - Worst way to level player/account in terms of exp/stamina
 - Worst way to grind for Nat 3's in terms of runs/stamina
 - More Astrogem consumption

So basically the strategy I showed for exotic and rare farming is that all stages are good, but it will also depend on your progression level. Happy farming!~

Astromon League (PVP)

Arena is not required but should not be ignored. You will earn tokens through both winning and losing a match. These tokens should be used in the arena shop for weekly eggs and gleems. The gleems are the main priority from the arena shop as they are used to evolve astromons. Gleems will be further explained later.

When in arenas, set a level one astromon as your defense to stabilize your points for easy farming. Focus on players that have level one astromons or teams that seem weaker than your own. Beware however, most players tend to hide level 60 astromons.

As a new player who just got into arena, if you are about to level up, make sure to spend all of your arena tickets to grab as much medals as possible. It is absolutely fine to lose if you do not want to wait for arena refresh. You do not want to waste any tickets whatsoever, especially because even if you lose, you will still get 1 medal.

Getting in different divisions within the Astro League will grant Astrogems. The higher the division you achieve, more gems will be given to you. Usually during the last two or three days, you would want to provide an actual defense team and climb the ladder as high as possible.

Gleems

Gleems are extremely valuable evolution materials for high tier astromons. There are two types of gleems currently: Holy and Elemental. **Holy gleem** can be used for **any** elemental astromons, while **elemental gleems** are limited to its respective element.

You may earn up to 10 gleems per month:

- 4 elemental gleems from Astromon League: 1 gleem of your choosing per week
- 3 random elemental gleems purchased from the crystal shop (600 crystals)
- 1 Holy Gleem from monthly log-in: can be claimed on the third week every month
- 1 Holy Gleem from monthly quest
- 1 Holy Gleem from finishing Floor 50 of Chaos Tower
- Maybe we get lucky and 4:33 sends gleem to us.

There are standards for when using the gleems.

This is my own personal priority:

- Holy Gleems -> Light and Dark Nat5 -> Light and Dark Nat4 -> Elemental Nat5
- Elemental Gleems -> Elemental Nat5 -> Elemental Nat4

There is no variant gleem to make an astromon variant.

There is no evo 2 type gleem to make an astromon evo 3.

Using Friend's Representatives

Make sure to add friends that have powerful reps. You may want at least level 50 astromon reps or above, at best level 60 reps.

These reps are used for:

- Leveling single astromons at a time in higher difficulty scenarios, this can be done until you have at least three max level astromons to speed level any other astromons
- Clearing through scenarios to reach higher difficulties
- Clearing through Golems floors to reach to B7
- Extra reliability to help clear through higher end dungeons like B8+

Reps usage will reset per day, so if you use all of your rep, then all of those reps will become available to you again after daily reset.

What to do when you use all of your friend reps

You have the option to remove 5 friends per day. When you are done using all of your friends rep, you would want to delete any friends with under level 50 astromon reps.

Then you would want to delete your friends with level 50 astromon rep and try to fill up your friends list with only level 60 astromon reps.

Other ways to keep yourself occupied, you should usually do this when you do not have a farming team for Pago's Coast Extreme or higher Scenarios:

- Arenas
- Story quests
- Milestone Events (Airship -> Special Event)
- White Starstone Dungeon to obtain evo mats
- Daily Starstone Dungeon to obtain evo mats
- Level up your astromons by auto grinding the level on Aria Lakes or Pagos Coast in which you can farm without using a rep
- Gold Dungeon
- Build farmable astromons
- Daily quests
- Mestarbait Fiercely

What packages to buy first for newbies

Thank you for choosing to support our developers! There are all of these fancy looking packages and you don't know what to buy first? If you are planning to spend on the game, start so immediately because the extra gems provided will help with progression by a large amount. So from top to bottom are the packages you should start off on and why!:

- 1) **30 Day Package** - 200 gems starter + 30 gems per day for 30 days (900) = a total of 1100 gems. The costs of the gems itself would total up to **10 times** the amount you pay for this pack.
- 2) **Adventure Package I** - This package is more of a progressive milestone to collect after clearing through the scenario which is extremely easy if you use reps to blast through the scenarios (Refer to "**Using Friend's Representatives**"). You also get a total of 3 different elemental gleems.
- 3) **15 Day Package** - 300 gems starter + 100 gems per day for 15 days (1500) + 100 energy per day for 15 days = 1800 gems and 1500 stamina. The cost of gems and stamina would total up to **4 times** the amount you pay for this pack. Oh, you get a holy gleem if you buy 3 of these.

- 4) **Level-Up Package** - Another progressive milestone that just involves leveling your character. At level 50 you will obtain a total of 3000 gems which is **4 times the amount you paid for this pack**. Oh yea, leveling from 40 - 50 takes a pretty damn long time. Good luck!
- 5) **Event time limited packages** - These packages contains exclusive items which is only limited at a time, these packages usually have a purchase limit as well.
- 6) **Strongbox Package** - $2000 + 400 \text{ gems} = 2400 \text{ gems}$. You also get a 4*-5* elemental egg, a 3*-5* light or dark egg, 200k gold, and 100 energy.
- 7) **Chest Package** - $1000 + 150 = 1150$. You also get a 3*-5* light or dark egg, 200k gold, and 100 energy.
- 8) **Coffer Package** - $600 + 60 = 660$. You also get 200k gold and 100 energy.

Package Calculations by Lecasualrage

For those that are not looking to read: TL;DR:

- Best VALUE is 30 day package.
- Best utility VALUE is adventurer package. If you are balling but you want to be efficient, \$3.60 USD is generally the number to go to per "astropackage"

I've looked into a lot of this before and I've bought a couple of these packages myself. For people that are looking to get into supporting the developers while getting something nice for yourself, the 30-day Package and Adventure Package I is always going to get the best value out of it.

- **30 day Package** consist of an upfront of 200 gems + 900 gems (30 gem/day for 30 days) for \$5.50/\$4.49, depending on if you're on iOS or Android. if you were to do the math on how much you'll be spending on the gem, ~.41-.50 USD per 100 gems. Which isn't bad because sometimes there are going to be promotions on this and you can easily get this for \$1 USD.
- **Adventure Package I** gives you a total of 600 gems, RGB gleems, L/D egg and a high egg for \$8.99. So about \$1.49 per 100 gems but you get 3 additional gleems. These gleems will save you 3 weeks worth of time in evolving your nat 4s or nat 5s. Not to mention, you can get yourself a 10+1 pull and a L/D egg. Literally giving you so much utility for a small price.
- **Level up Package** is about 3000 gems if you can get to level 50, for \$33 dollars @ \$1.10 per 100 gems.
- **Astrogem Sack Packages**
 - \$8.99 for 210 gems + 100 energy
 - \$26.99 for 660 gems + 200k gold + 100 energy

- \$44.99 for 1150 gems + 200k gold + 100 energy + 3-5* L/D egg
- \$89.99 for 2400 gems + 200k gold + 100 energy + 3-5* L/D egg + W/T/F 4-5* Egg
- \$89.99 **Holy Gleem Package** for 600 gems + 100k gold + 100 energy + 2 L/D eggs

Lets say that with that 100 energy, you can get about ~180k** in gold from golems and if we were to convert the 380k** gold into gems, we would get about another 100 gems (disregarding if you have completed the astroguide or not). **Assuming you're able to do Golem B7, Astrogem Sack Packages after conversion from energy + gold to astrogems*

\$8.99 for 210 gems + 100 energy (180k = ~30 gems) = 240 gems \$26.99 for 660 gems + 200k gold + 100 energy (380k =~ 100gems) = 760 gems \$44.99 for 1150 gems + 200k gold + 100 energy (380k =~ 100gems) + 3-5 L/D egg= 1250 gems + 3-5* L/D egg

\$89.99 for 2400 gems + 200k gold + 100 energy (380k =~ 100gems) + 3-5* L/D egg + 4-5* W/T/F Egg = 2500 gems + 3-5* L/D egg + 4-5* W/T/F Egg

\$89.99 Holy Gleem Package for 600 gems + 100k gold + 100 energy (280k ~30 - 40 gems) + 2 L/D eggs + holy gleem = 640 gems + 2 3-5* L/D Egg + Holy Gleem

If we were to count how much gems we get per package, ~ \$8.99 astrogem package = \$3.75 per 100 gems \$26.99 astrogem package = \$3.55 per 100 gems \$44.99 astro gem package = \$3.60 per 100 gems + 3-5* L/D egg \$89.99 astro gem package = \$3.60 per 100 gems + 3-5* L/D egg + 4-5* W/T/F Egg \$89.99 Holy Gleem Package = Can't really calculate this one since you have 2 L/D eggs + holy gleem and holy gleems are the highlight of this package. Feel free to correct me on my calculations and add to it if you like. Formula (Price per 100 = price/gems * 100)

What to buy with crystals

So you have been spending gems for large amount of summons! Hopefully you got some good pulls. So we know that the only way to get crystals is only from gem summons. You will get 33 crystals from a 10+1 and 3 crystal from a normal gem summon. To determine the priority of how you should spend your crystals shall be separated into two parties: Low-Median Spender, High Spender.

L-M Spender:

As a lower spending player, you would rather have either gleems or a guaranteed NAT 5 eggs.

Why gleems?:

- You have too many NAT 5's to work on
- You have too many NAT 4's that needs to be worked on before entering mid game
- You want to store more incase you get more NAT 5's or 4's from golem eggs
- You just want to use these little shits for your Arena Defense.

Why the Nat 5 eggs?:

- You have too many gleems
- You don't have any Nat 5's
- You want more Nat 5's
- Fok Birdiee for stealing our Nat 5's

After those 2 packets above then you can buy the legendary egg then the L/D 3*-5* egg or you can start saving for the next reset. You may also save up for the 4*+ L/D egg of disappointments but I can't really stop you.

DO NOT buy stamina packets, gold strongboxes, L/D Banshee eggs.

High Spender:

Buy the fuck out of everything in this order:

- Gleems
- Nat 5 Eggs
- Nat 4 l/d Eggs
- Legendary Egg
- High L/D Egg
- L/D Banshee
- Gold
- Stamina

Get out of here you glorious bastard.

How does the clan system work

How are you guys doing in clan battles? I wish you the best of luck in clan progression not as one but as a whole!

Titan Battles

I'll do this later.

Rewards

So an excessive amount of players have been asking on how the clan system works especially the rewards:

Rewards			
 Top Clan		 10,000	 50
If 2+ clans defeat the same level boss, the clan that dealt the most damage will become the top clan.			
	Clan Reward	Individual Reward	
Boss Lv. 100+	 8,000	 40	
Boss Lv. 90+	 7,000	 30	
Boss Lv. 70+	 6,000	 30	
Boss Lv. 50+	 5,000	 30	
Boss Lv. 30+	 4,000	 30	
Boss Lv. 20+	 2,000	 30	
Boss Lv. 10+	 1,000	 30	
Boss Lv. 1+	 500	 30	

Rewards	
 1	10% of Rewards
 2	7% of Rewards
 3	5% of Rewards
4~10	4% of Rewards
11~15	3% of Rewards
16~20	2.6% of Rewards
21~25	2.4% of Rewards
26~30	2% of Rewards

Clan rewards are distributed based on contribution level.

Well first of all there are several stages.

We United

Your entire guild must work as one to climb as high as possible up the titan levels. It is up to how your guild coordinate to tackle each level strategically. As you can see there are separate rewards on each boss milestones and if you place first in the region your guild will get the **Top Clan** rewards.

We Divided

Now everyone within that guild will gain the same amount of tokens, however, it is different for gems. Note on the right lists the contribution distribution rewards. To find your current contribution, it is on the clan screen with the titan on the right. Everyone's contribution will be different so you will all compete one another for the highest contribution to gain the most gems.

For example,

Let's say your guild reached the Top clan reward with 10,000 gems and your contribution level is around 3rd place. This means you will gain 5% of the gems that your guild accumulated resulting in a total of 500 gems! (See math is easy!)

What to spend your clan tokens on

Definitely buy:

- Save for the Garuda-Siegfried egg, It's a free fucking 5 star egg.

May buy:

- Astrogem Lucky Box (But don't go too ham)

Definitely don't buy:

- Energy Package
- Gold Lucky Box (It's a scam... like Tina)
- Any Gem Chests
- Dragon Sigils.

General guidelines on how to setup a team

<https://www.youtube.com/watch?v=yAFCSckiaFE>

HIGHLY RECOMMENDED READ by NestiaZitrone:

<https://docs.google.com/document/d/1xCVpq2L5kBW9Sn5VFg9J8br5Gb1cKcZUSp3qEpIT4Jo/pub>

Titan Guide

Light party - Attack Down aoe - Seal (Also always crit)

Water	party - Seal	aoe - Attack Down
Wood	party - Taunt	aoe - Buff Break
Dark	party - Silence	aoe - Defense Break
Fire	party - Thirst	aoe - Stun

Aoe status ailment will only happen on the **1st** wave.

Aoe on the **2nd** wave will **hit much harder** but does not inflict status ailment

The only status ailment that won't be much of a problem would be the wood titan, because sap can be easily out sustained with healers (may be an understatement). So for wood titan, you can have your best astromons in the 1st wave instead of the back. The rest, however, your best team may as well start in the back so they don't have to deal with status ailment. If you would like to see how I usually build team for other players please check these out:

Mid Game Titans <https://www.youtube.com/watch?v=dQ9S84OPOIk>

Mid Game Titans https://www.youtube.com/watch?v=JfqY2dvO_RI

Late Game Titans <https://www.youtube.com/watch?v=ajT0KvDG-fM>

Here is a nice little template I would like to use

Blind after buff, will definitely be viable in titans. You may replace a defense break astromon with blinder.

1st Wave:

Left:

Leader Skill - RES > HP > DEF > ATT | CR > CD (Varies on team types: Tanks, Attackers, etc)

2 of your tankiest defense breaks, if no tanks then attackers are fine

1 of your tankiest attack down or a dps (varies if you have a high dps attack Down, which should be on the right if no other DPS)

1 healer with priority: Shield > DEF UP, ATT UP, others (again varies)

Right:

Leader Skill - RES > CR | ATT > CD > HP > DEF

3 Highest DPS and 1 Healer with priority: Shield > ATT UP > DEF UP > others

2 Highest DPS and 2 Healers combo includes: Shield and ATT UP > Shield and DEF UP > ATT UP and DEF UP (again may vary on your style)

2nd Wave:

Left:

Leader Skill - HP > DEF > ATT | CR > CD > RES

- 2 of your tankiest defense breaks, if no tanks then attackers are fine
- 1 of your tankiest attack down or a dps (varies if you have a high dps attack Down, which should be on the right if no other DPS)
- 1 healer with priority: DEF UP > Shield > ATT UP > others

Right:

Leader Skill - CR | ATT > CD > HP > DEF

3 Highest DPS and 1 Healer with priority: ATT UP | DEF UP > Shield

2 Highest DPS and 2 Healers combo includes: ATT UP and DEF UP > ATT UP and Shield > Shield and DEF UP > others

Clarifications (Must Read)

- There should always be at least 2 defense break on the left side in order to TRY to have a backup defense break in case the first defense break missed or get defense break. No defense break = less dps in general
- You may have defense breaks on the right as long as you have the left covered.
- Ideal Defense breakers on the left includes: Double defense break skills, 100% defense breaks, defense breaks stacked with attack down or blind or any other debuffs.
- 1 blind can replace a defense break
- Attack down does not need to be on the left side, if your attack down astromon has high dps compared to some on the right.
- Double healers are usually used to make up for the rng in blue orbs to grant higher survivability.
- ATT UP and DEF UP usually overrules in 2nd wave in healing primarily because of the DPS is typically going to be the same as the the Shield and DEF UP, if you do the math. This may be wrong in terms of courageous strike astromons as DPS.
- To distinguish from which DPS to put on the 1st wave and 2nd wave. Glass cannon DPS (ATTx3, ATTx2 CRx1, ATT CD CR, etc) should be on the 1st wave, and your tankier DPS (with around 1 HP or DEF gem) should be in the back. Defense Aggressors can take a beating so they can definitely be used in the back.

Farmable Astromons absolutely fucking amazing for titans

- Fire Candling Double Defense Break DPS
- Fire Cotteen Attack Up healer (first get from shady shop)
- Fire Bron Temporary single target DPS and HP lead
- Fire Squirris Double Attack down

- Fire Miho Resist lead Attack down

- Water Cotteen Defense Up healer
- Water Lumo Attack Up healer
- Water Bellpup Attack Down healer
- Water Shellies 100% defense down
- Water Seiren Usuable as a defense up lead, but a replaceable healer
- Water Miho Only used as a temp sap dps
- Water Mona Water DPS

- Wood Mushi Motherfucking penis head looking ass thing that hits
 Like a vehicle running over a fucking hamster
- Wood Squirris Double Defense Break
- Wood Miho Resist lead and defense break on 3*
- Wood Cotteen Replaceable healer, primarily useful against status ailment,
 But replaceable
- Wood Beth Anti water single target tanky DPS

- Light Gigabat 100% attack break 1t, 60% defense break (Replaceable)

Other Good Sources

<http://monstersuperleague.wikia.com/wiki/Clans>

Fodder Units for Astromon Rebirth

This is more of which astromons are extremely useless and should be just thrown into the rebirth. Well first of all **only** limit to NAT 3's. Your **NAT 4's** are better off **released** for better gold, astrogem, or egg rewards.

NAT 3's fodder unit includes:

- Monkiki (after you make a water one (optional)
- Seastar (If you don't have or already evo 3'd Dark and Light Seastar)
- Monas (After Evo 3 Water, Wood(Not needed), Dark, Light Monas)
- Crowhooks
- Jellai (After Evo 3 Light, Dark Jellai)

- Beths (Fuck beths, unless you want to build for counter elemental titans)
- Seirens (After Evo 3 Water, Light, Dark, Fire Seirens(only for titans))
- Mandragoras (After Evo 3 Dark Mandragoras)
- Latts (After Evo 3 Water Latt)
- Candlings (After Evo 3 Fire Candling)
- Birdies (Fok Birdiee)
- Hunters (After Evo 3 Dark and Light Hunter)
- Phibian (You can choose to build Wood or Water Phibian but after these)
- Cosmos (If not planning on doing Fusion)
- Wolfs (If not planning on doing Fusion)

Golem's Guides

Welcome to mid game! This is where the money rolls in once you are able to farm B7 at least consistently. **This is the order of the golems that you are recommended to go through: B7 -> B8 -> B9 -> B10.**

Before you go into golems please check out this spreadsheet which lists viable astromons to be used for golems:

<https://docs.google.com/spreadsheets/d/107Ilx0-yGfluNvsvnlvi-1-FPArgF84BjwBchEqSM8/edit#gid=0>

^List may be outdated because I'm lazy as fuck

Sources that helped me make this guide:

https://www.reddit.com/r/MSLGame/comments/5k5t2x/golems_megathread_how_to_build_teams_analysis_on/

Golems B6 - Light Boss

This is a theory craft and not tested atm. You should be able to clear B6 golem with the B7 team or your pagos coast team or B8 team. The untested theory is if the teams are able to clear B6 golems at level 40 and ofc with at least some decent 4 star gems.

Golems B7 - Water Boss

Youtube tutorial:

<https://www.youtube.com/watch?v=hr3mFpG5GWs&index=3&list=PLcyNxKrSeUIJMccGYjzLFwCE2NzGij7xO&t=3s>

Through self research on multiple account I have concluded to have an ideal farmable team for farming B7 consistently and around 3:30 to 4:30 time:

Monster	Level/Evo	Gem Set/+lvl	Gem Subs
Wood Miho	50/Evo 3	Conviction +12	HP DEF ATT
Water Seiren	50/Evo 3	Conviction +9	HP HP HP
Wood Squirrus	50/Evo 3	Conviction +12	HP DEF ATT
Water Latt	50/Evo 3	Conviction +9	HP DEF ATT

The gems should be at least 4* grade and are farmable in Pago's Coast Extreme Mode, which should be easy to get to if you reference the Mid Game Rush Guide at the top.

For improving the speed of this run, replace the water Seiren with a Secondary Healer DPS (like a wood boltwing) required to be at least evo 2 or higher, and to replace the water latt with another Wood DPS that is evo 2 or higher. **I replaced the water latt with another wood squirrus and it boosted the speed significantly**

Golems B8 - Fire Boss

Youtube Tutorial:

https://www.youtube.com/watch?v=4fWdhjz_I0U&index=2&list=PLcyNxKrSeUIJMccGYjzLFwCE2NzGij7xO&t=744s

B8 is now much easier than the old light golem. Your Pago's coast team should be able to clear B8 Golems at ez but with 4* gem and at least +12. I simply used:

Water Mona Lead - HP% ATT% x2	Conviction
Water Seiren - HP% x3	Conviction

Water Valkyrie - HP flat ATT% x2 | Conviction
Water Latt - HP DEF ATT | Conviction

The Water Valk is a Hero's Contract astromon but can be replaced with any other Water Astromon, you may build another water mona or a water beth!

Another result: I can three man b8 golems with Water Siren lead, Water Mona, Water Latt as well. This show how easy the fire golem is! Happy farming~

Golems B9 - Wood Boss

Youtube Tutorial:

<https://www.youtube.com/watch?v=GcbLgNiVeB0&index=6&list=PLcyNxKrSeUIJMccGYjzLFwCE2NzGj7xO&t=96s>

This team does require at least all level 50's and +12 4* gems or even better. Counter-element teams will have an easier time compared to neutral teams. The waves are much easier where the boss is the main threat, with an extremely tanky right minion. The primary DPS from the boss to your team, that you will have to watch out for, is the sap debuff. On top of that the boss and ads are capable of providing stun to your team as well. To counter the wood golem you will need **either**:

- High resist
 - Conviction set, substat resists, resist leaders (Wood or Fire Miho, Fire Vampire, Wood Seedler) Goal Resist: 60%
- Shield healer
 - Wood Cupid, Dark Cupid, Light Hana, Fire Cura (Best with high CR)
- Cleanse healer
 - Fire minicat, Wood Cotteen
- Att buff healer
 - Fire Cotteen, Wood Minicat
- Self-sustain astromons
 - Fire Vampire, Fire Succubus
 - **Fire Wildfang** can solo B9 if built properly, at least level 60, and evo 2.
- Defense Break Astromons
 - Fire Candling, Fire Odin, Fire Nightmare, Fire Yuki, Fire Arthur Other DPS type astromons
- Other DPS types
 - Fire Bron, Fire Leo,
- Sap types

- Fire Perse, Fire Loki, Wood Seedler, Wood Perse, Wood Shellie
- Any other elements except water can be brought to fill out any of these missing astromons (Like a wood valk is an amazing self heal and secondary healer).

How to Early Mid Game build...

- Attackers or Balanced
 - HP %/flat ATT ATT | Conviction set
- Self Sustain DPS
 - HP %/flat ATT ATT | Conviction Set
 - Crit based astromons: HP/DEF ATT CR(need to farm b8 or b5) | Crit Damage/Conviction set
- Tanks, Defenders, Balanced
 - HP HP DEF | Conviction set
- Healers
 - HP HP REC or HP REC REC | Conviction set

If possible, you may use broken set gems to fill in 6* gems into diamond slots from B7 golem farming. However, do keep check on your astromon's resist. Using 5* gem is fine if you can place them within a set.

If you use a wood miho as a variant lead, make sure that she is built HP HP DEF | Conviction to keep her survivability rate high. Getting her to level 60 may be must if she does die. If possible, definitely get 6* gems on her and at least +9 or better.

Double Healer Team:

If you would like to start off with a slow but safe team build, definitely go with two healers. One of the two healers must provide att buff, while the other can either be a shield or cleanse type healer. The att buff will make up for the lacking dps that a dps unit may replace. The shield can prevent sap from even landing at all, and cleanse will remove any debuff placed on your astromon. You don't need a leader skill for this build, but will help. You will need at least one defense break astromon to increase DPS to the boss especially since the boss is extremely tanky.

Leader skill priority: RES > HP > DEF > ATT

Sapper Team:

If you would like to build another slow but extremely tanky team, you will be having 2-3 sappers with 1 Healer. Your entire team will probably be built HP, HP/ATT, HP/ATT | Conviction besides healer which one of the HP will be REC. An extremely good leader that is farmable in Mirage Ruins, will be the Wood Seedler. Funny thing is, you might as well have 3 of the Wood Seedler/Shellies if you don't have a Fire Perse, Loki, etc. For a healer, you would want either shield or cleanse. If you want to use an attack buff, use the fire cotteen since it can 3* skill sap as well. This run is pretty slow due to the fact that the wood golem has high resist as well, so any sap that didn't land will lessen the dps.

Leader skill priority: RES > HP > DEF

Self-Sustain Team:

A self-sustain team requires at least half of the astromon that you bring to be capable of healing itself. Some examples include the Fire Wildfang, Fire Succubus, and the Fire Vampire. If you have all three of these, then you are 100% set. A fire wildfang can clear the dungeon alone if you build her HP ATT ATT any set as long as the resist remains around 70% total to counter the CC and sap. In case you only bring two self sustain, then you should bring a defense break as well as att buff healer.

Leader skill priority: RES > ATT | HP > DEF

Normal Team:

A normal team consists of a regular setup that is used throughout all golems. This includes a tank, defender, or tanky attacker to be the leader with two dps and one healer. Your tanky attacker should be built HP HP ATT on conviction. You must have at least one defense break astromon to increase dps output, so if possible, try to grab a leader that has def break so that leaves one dps room to be pure dps. Your healer can either be att buff or cleanse.

Leader skill priority: RES > HP > ATT > DEF

Example Farmable Team:

Monster	Level/Evo	Gem Set/+lvl	Gem Subs
---------	-----------	--------------	----------

Fire Bron (var lead)	50/Evo 3	Conviction +12	HP HP ATT or HP ATT ATT
Fire Cotteen	50/Evo 3	Conviction +12	HP HP REC or HP REC REC
Fire Candling	50/Evo 3	Conviction +12	HP ATT ATT
Fire Attacker (can be another candling)	50/Evo 3	Conviction +12	HP ATT ATT

- Gems has to be +12
- 50% resist or higher
- Fire bron lead provides extra HP to team
- No defense gems at all since sap chews through defense
- Higher the crit rate the better for more DPS
- Level 50 at least!!!

Proven Farmable Team:

Fire Miho	50 evo 3	HP% ATT% ATT% Conviction 4* +12
Fire Cotteen	50 evo 3	HP% HP% REC% Conviction 4* +12
Fire Candling	50 evo 3	HP% ATT% ATT% Conviction 4* +12
Fire Bron	50 evo 3	HP% ATT% ATT% Conviction 4* +12

Golems B10 - Dark Boss

Youtube 100% farmable team:

<https://www.youtube.com/watch?v=dPOLTR6cE6s&index=7&list=PLcyNxKrSeUIJMccGYjzLFwCE2NzGlj7xO&t=169s>

Alright boys and girls! This is the last floor on golems, congrats on making it this far! You are basically halfway through mid-game~

Assuming you are able to farm B7, B8, and B9 ... B10 is basically a gem quality, astromon quality, and team combo quality check. Having a strong variant lead will also make a difference for this floor. The main threat of this floor is both the waves and the boss itself. The main threats of the waves would be the dark mandragora (which everyone wants) that has 50% crit damage on both skill that if the little dark piece of shits focuses on one astromon; that astromon may or may not get decimated depending on build. The boss itself silences at full gauge so having your healers (except passive healers) on high resist will keep your team alive. Below half health, his aoe slam will

implement defense break on your team which is also threatening if you bring light astromons. The boss itself will have extremely high resist so have fun trying to get defense break on this little cuntfuck.

Variant Skill Priority: HP, ATT, DEF, RES

Willo has brought up that due to the new patch with lower resist on golems, you may follow a template of: 1 healer, 1 wave clearer, 1 sap, and 1 dps

Dragon's Guides

Theorycraft:

So if you are able to farm b7 golems to b9 golems, you should be able to b1 dragons to b4 dragons with the golems teams that you are using at level 50 and using 5-6 star gems at +12 (Welcome to late of mid game you fucks)!

Overall Tips:

- **Do not auto dragons, manual until you consider yourself late game(able to farm db7+).**
- **Dragons cannot be sapped, cc'd, or thirsted**
- **Dragon's hitbox is fucking cancer so you may untarget it accidentally so make sure you hit the bottom of your astromon bars...**

Dragons B1 - Water

So I have used my B7 farmable team and that team is able to clear this dragon.

Wood Miho lead HP% DEF% ATT% | 6* broken set

Water Seiren HP% HP% REC% | 6* broken set

Wood Squirris x2 HP flat ATT% ATT%| 6* broken set

1st Wave:

- 1) Focus at least one minion down first
 - a) Focus the Water Latt so it doesn't defense break your astromons

- 2) Focus Water Perse next
- 3) In all honesty I don't even think the order matters

Dragon:

- 1) Dragon will begin non-skill aoe that petrifies after your first turn
 - a) Right minion provides defense up
- 2) My team was able to survive the dragon's aoe on crit.
- 3) Focus Dragon only especially with defense break, aoe should take out minions eventually

Dragons B2 - Dark

No farmable team yet...

1st Wave:

- 1) Focus Dark Ghos > Dark Colt > Dark Bee > Dark Valkyrie

Dragon:

- 1) Dragon will begin non-skill aoe that thurst after your first turn
 - a) Right minion provides shield
- 2) If dragon crits, it crits hard...
- 3) Focus Dragon only, and defense break will definitely help. Aoe will take out minions eventually and the shield for the dragon can be broken through easily if you have enough dps.

Dragons B3 - Wood

This is definitely going to take a while so go fuck yourself.

Dragons B4 - Fire

Dragons B5 - Light

Dragons B6 - Water

Dragons B7 - Dark

Dragons B8 - Wood

Requirement:

- All astromons level 60
- All astromons evo 2.1+
- 6 star gems at +12 for healers and tanks, +15 for attackers
- At least one extremely high resist healer (Fire Cupid, Fire Cura, Fire Cotteen)
- At least one NUKE type or DPS (Fire Leo, Fire Vampire, Fire Succubus, etc)
- Stun, defense break, attack break are optional, if you do not use defense break you will need more high dps or nukes.
- The more cr on your attackers the better
- HP, DPS, or RES lead

1st Wave:

- 1) Fuck the minions up before the Wood Valk
 - a) Prioritize minions: Wood Squirrus > Wood birdie > Wood Jellion

Dragon:

- 1) Pop Attack Up at first turn and keep the attack up consistent or heal if needed, Shield before you know if an aoe is about to happen.
- 2) Aoe the fuck out of everything and hope it kills the minions before you get the dragon to half health, all regular attacks or single target 5* are targeted on Dragon (I honestly don't think you can nuke this fucklord)
- 3) Dragon skill bar aoe will thirst, non skill bar aoe starts below 50% and will sap x3.
- 4) If your healer is thirsted and your team is low on HP, you're fucked and will need to gem(optional).

Dragons B9 - Fire

Requirement:

- All astromons level 60
- All astromons evo 2.2+
- No healers unless water perse

Astromon Values:

As a new player, you will want to understand which high tier astromons to work on specifically 4* - 5* astromons. I will provide you a basic understanding of which element is viable for which specific purposes.

First, some easy terms to take note of:

PVE

- Early Game: Farming Scenarios Extreme and ends once able to clear Golems B7
- Mid Game: Farming Golem dungeons and ends at start of Dragons B4
- Late Game: Farming Dragons B7+
- End Game: Farming Dragons B10 with no gems refresh to clear (absolutely fucking no one)

PVP

- Early Game: Focusing low level teams or solo monster teams
- Mid Game: Fighting level 50+ astromon teams with semi-weak/strong gems (5* or less)
- Late Game: Fighting level 60+ astromon teams (debuff is extremely easy til now) with 6* gems
- End Game: Rank 200+ usually. Debuffing and CC are hard to land. This is when you need strong bruiser DPS type teams over Debuff and CC.

NAT 5's:

Arthur

Leader: Increases allies' HP by 40~45% in dungeons.

Fire	Extremely strong built bruiser for late game PvP and DPS for late game PvE
Wood	Strongest early game but falls off towards end game PvE, built bruiser for late game PvP
Water	Strongest throughout as a DPS SP battery for PvE and tanky PvP
Light	Strongest attacker in Evo 3 form
Dark	Bruiser Sapper but limited to ToC 55 only

Balrona:

Fire -	General Occasion bring against elements except water and wood
Water -	Anti Titan Specific
Wood -	Mid Game PvP Specific only (Seal only hard counters aggressors)
Light -	Decent Kit for PvP and Dragon Crowd Control and 5* defense break
Dark -	Passive healer used in every general occasion

Garuda

Leader: Increases allies' critical hit rate by 20~25% in clan battles.

Fire	PvP Restricted
Wood	Titan Restricted
Water	Pretty damn good attacker with def break and elemental adv.
Light	PvE and PvP Utility DPS
Dark	Built Bruiser for PvP Offense

Indra

Leader: Increases allies' attack power by 40~45% in clan battles.

Fire	Extremely strong counter every element DPS throughout
Wood	Limited only to Mid Game + PvP
Water	Limited only to clan battles
Light	Extremely strong counter every element DPS throughout
Dark	Limited only to clan battles

Nightmare

Leader: Increases allies' resistance by 20~25% in the Astromon League.

Fire	One of the best 3* defense break astromon
------	-------------------------------------------

Wood	Fodder
Water	Variant-wise strongest in pvp throughout against defense aggressor teams
Light	Trophy
Dark	Limited to mid game PvP

Odin

Leader: Increases allies' HP by 40~45% in the Astromon League

Fire	Good throughout the entire game (I use for B8 dragons, high tier PvP, and titans)
Wood	Limited to Mid Game PvE, strong bruiser for late game PvP offense
Water	Limited to Mid Game PvE, strong bruiser for throughout PvP
Light	Has the ass and is extremely strong for late game PvP if variant. Also has a place in some PvE content like GB10.
Dark	Limited to mid game PvE and late game PvP offense

Onmyoji

Fire	PvP specific, may be used for pvp defense and offense
Water	We finally got our water nuker! Definitely worth building
Wood	Pure PvP astromon limited to mid game
Light	late game PvP!
Dark	Water Onmyoji but on steroids with healing

Persephone

Leader: Increases allies' critical hit rate by 20~25% in dungeons.

Fire	Limited to Golems and ToC Floor 55 only
Wood	Limited to Golems and ToC Floor 55 only
Water	Best secondary healer in game. Extremely strong throughout
Light	Limited to Mid Game PvP and PvE

Dark	Second strongest attacker at Evo 3
------	------------------------------------

Shiva

Leader: Increases allies' HP by 40~45% in dungeons

Fire	Mid-game limited PvP, can be used for dragons as stun utility
Wood	High DPS wood astromon, strong throughout all gameplay
Water	Only fucking use for this still sack of bullshit is GB10 5* sap and 3* thirst :>
Light	Extremely tanky self sustain bruiser
Dark	Unavailable

Shinobi

Fire	Anti-Titan Astromon
Water	Counters every element except Wood, not worth to bring Against Fire
Wood	not as great as the other shinobi but used for PvP
Light	Extra DPS 3* and DPS converted to HP 5*
Dark	late game DPS for PvP and PvE

Siegfried

Leader: Increases allies' defenses 40-45% in clan battles.

Fire	SP sustain DPS, counters all elements
Wood	Limited PvE and Decent PvP
Water	Fodder (or can be built for ToC 55, gb 8 and 10)
Light	Titan Restricted
Dark	A NAT 5 TANK DPS FINALLY?!?!? (DEF Aggressors) Best one

Valkyrie

Leader: Increases allies' attack power by 40~45% in the Astromon League.

Fire	Limited to Mid Game PvP and PvE
Wood	Extremely valuable early game and strong throughout
Water	Extremely valuable late game to end game
Light	Is a pop star singer apparently. (LORE) Also great for PvP Offense, and most Pve Content
Dark	Limited to mid game PvP only

Wukong:

Fire	Anti-Titan Astromon
Wood	Attacker utility double defense break!
Water	its maybe eh, balanced with heal proportional to damage
Light	Tanky utility for both PvP and PvE!
Dark	Good for golems and ToC but useless everywhere else

XuanZang:

Fire	Fire version of a water perse!! (Not big of difference either!)
Wood	Tanky utility double attack down, good for titans
Water	What the fuck is this shit
Light	PvP specified but not great in general
Dark	Think of an aoe Dark cat but as a trap

NAT 4's:

Anu

Leader: Increases allies' critical hit rate by 15~20%.

Fire	Fodder
Wood	Wood Nuke. Strong throughout for both PvE and PvP
Water	Water "Nuke." Strong late game for dragons and PvP

Light	One of the best 3* defense break(100%) for all gameplay
Dark	Unavailable

Banshee

Leader: Increases allies' defense by 30~35%.

Fire	Fodder
Wood	Strong throughout for both PvE and PvP
Water	Fodder
Light	Trophy
Dark	Trophy

Boltwing

Leader: Increases allies' critical hit damage by 40~45%.

Fire	Late Game and used as EVO3 mat fusion for Light Shiva
Wood	Limited to Mid Game PvE and PvP
Water	Fodder

Mera

Leader: Increases allies' HP by 30~35%

Fire	fodder
Wood	fodder
Water	Best Mera but still shit
Light	Unavailable
Dark	Unavailable

Cupid

Leader: Increases allies' HP by 30~35%.

Fire	Strong throughout especially late game for PvE only
Wood	Limited to Mid Game PvE only
Water	Fodder
Light	Trophy use only (useless as hell)
Dark	Stronger than Wood Cupid in Shield strength and DPS, can be used throughout

Cura

Leader: Increases allies' red soul recovery by 20~25%.

Fire	Limited to Mid Game PvE only
Wood	Resilience Buff team build for titan
Water	Strongest Cura for PvE content
Light	Strongest Cura for PvP content
Dark	Falls under Water and Light Cura

Hana

Leader: Increases allies' recovery by 30~35%.

Fire	Fodder
Wood	Used throughout in PvE
Water	Resilience Buff team build for titan
Light	Used throughout in PvP and limited to mid game PvE
Dark	Falls under Light, Wood, and Water

Ifrit

Leader: Increases allies' critical hit rate by 15~20%.

Fire	High DPS useful for mid game PvE and late game PvP
Wood	fodder
Water	Good for titans only
Light	Unavailable
Dark	Unavailable

Jeanne

Leader: Increases allies' attack power by 30~35%.

Fire	Fodder
Wood	Last choice wood dps, If lacking wood attackers
Water	Limited to Mid Game PvP and lower, can be used for dragons as stun utility
Light	Bruiser good throughout all gameplay
Dark	Just a really tanky PvP Defense Unit that can aoe silence, did you know you can silence golems? Dark Jeanne does

Leo

Leader: Increases allies' Hp by 30~35%.

Fire	Nuke type - strong for all gameplay
Wood	3* def break, 5* att break - strong for throughout gameplay
Water	Limited only to Mid game pvp and lower
Light	Useful as a variant only, otherwise trophy
Dark	Good for titans

Loki

Leader: Increases allies' defense by 30~35%.

Fire	Sap type useful in golems and ToC
Wood	Strong throughout all gameplay
Water	Nuke type - strong throughout all gameplay
Light	Best Loki useful for both late game PvP and PvE
Dark	Strong for late game PvP

Nezha

Leader: **check**

Fire	Tank Debuff type, reverse wood leo/water latt/fire odin
Wood	Titan's and medium tier PvP
Water	PvP restricted
Light	May be good against titans??
Dark	Effective when built Bruiser

Succubus

Leader: Increases allies' HP by 30~35%.

Fire	Nuke type sustain and def break - strong throughout all gameplay
Wood	Fodder
Water	SP Battery, genderbent water arthur
Light	Passive healer useful for midgame PvE
Dark	trophy

Sura

Leader: Increases allies' critical hit rate by 15~20%

Fire	fodder
Wood	fodder
Water	Best out of all elemental, is crit based strong in mid game PvP and late game PvE
Light	Passive healer useful for mid game PvE
Dark	Single Target Nuke type good for late game PvP and PvE

Thor:

Fire - General Occasion double defense break, fall off for late game players

because of 5* 50% defense break

Water - If you have lack of water attackers, build this

Wood - Anti Titan with blind (you would rather have the dark one)

Light - PvP Specific, however 60% is pretty shit for a l/d NAT4

Dark - Best Anti Titan because of 100% CD base.

Tigar

Leader: Increases allies' attack power by 30~35%.

Fire	Extremely useful for B9 Golems and Titans
------	-------------------------------------------

Wood	Strong DPS due to lack of wood attackers
Water	What the fuck is this
Light	Great for Late game PvP and Dragons CC
Dark	

Vampire

Leader: Increases allies' resistance by 15~20%.

Fire	Best elemental Vampire, Nuke type self healer, useful in late game PvE and PvP
Wood	Fodder
Water	Good only cause of lack of water attackers
Light	Best overall Vampire and useful in late game PvE and PvP
Dark	Trophy

Venus (limited addition)

- Light
 - Basically a self-healing version of Dark Cupid/Light Hana. Can be used in any situation (offensive PvP as well)
 - Probably the best choice for new players for golem progression!!
- Dark
 - Same setup as a Fire Cupid except possible higher stats. Can be used in any situation except PvP
 - This bitch also uses her 5* skill the moment she gets full gauge, meaning more DPS for the entire team??

Verde

Fire	Blind is useless, but Anti-Titan cause of courageous Strike
Water	Pure PvP but limited to mid game, can be used as a CC for dragons
Wood	Tank version of a Wood Leo
Light	late game PvP usage
Dark	Sapper...

Victoria

Leader: Increases allies' attack power by 30-35%.

Fire	Fodder
------	--------

Wood	Good for mid game PvP but usually fodder
Water	Best elemental Victoria (I have 2 water nikes), used for late game PvE and mid game PvP
Light	Most valuable through all game content
Dark	Can be a high DPS Utility if built towards DPS, Useful for mid game PvP and late game PvE

Wildfang

Leader: Increases allies' blue soul recovery by 20~25%.

Fire	Best Elemental Wildfang, can solo B9 Golems, offers high DPS, limited to PvE and Titans
Wood	fodder
Water	Limited to mid game PvP but fodder
Light	Extremely strong for mid game PvP and late game PvE
Dark	Late Game type Astromon, Nuke Type if built correctly, can be used up to late game content

Yaksha

Leader: Increases allies' critical hit damage by 40~45%

Fire	Best out of all elemental for titans
Wood	Pretty fucking amazing for Late Game PvP and dragon CC
Water	Overall decent DPS mid game level
Light	Best overall Yaksha for high DPS
Dark	Mid-Late Game PvP and PvE

Yuki

Leader: Increases allies' critical hit damage by 40~45%.

Fire	Extremely valuable throughout all game content except PvP
Wood	Fodder
Water	Sapper limited to golems, toc 55, and hopefully titans
Light	Trophy
Dark	Trophy

NAT 3's:

Gatito:

Fire	Fodder used for fusion or evolving
Wood	100% Defense Break, an always must get
Water	100% Attack Break, Titan astromon imo
Light	100% Sapping, good for TOC 55, golems, and Titan
Dark	Mother fucker that hits like Zeus throwing a spear through your genitals, get this fucker.

Lamia (March '17 Rebirth)

- Fire PvP Restricted
- Water PvP Restricted
- Wood Sap for 3 turns???
- Light Crit Based DPS and Utility (Highest priority to get!!)
- Dark Blind + ATT down

Videos and Streams!

Can't Find what you're looking for from this guide? Please Check out these bad boiz/grillz!

If you want to be added to either of these lists PM me via discord, twitch, youtube, etc:

- **Youtubers** - must make MSL videos at least once a week or contain guides
- **Streamers** - streams consistently weekly

Youtube

[AznElite123](#)

[FantaSeeGaming](#)

[FilmChaos](#)

[Mogawty](#)

[Shifty_G](#)

Twitch

[AznElite123](#)

[DDerpTurtle](#)

[FilmChaos](#)

[rawbizness](#)

[Shifty_G](#)

[Shiina](#)

[tr_sassone](#)

Communities

[Reddit](#)

[MSLTwitch](#)

[Main Website](#)

[Wikia](#)

Emulators

4:33 has confirmed that emulators are fine to use to play MSL as long as you do not use 3rd party programs.

Emulators included:

[Nox](#)

[Leapdroid](#)

[Koplayer](#)

[Memu](#)

[bluestacks](#)

Error 16 for Nox:

Press or type this link on your emulator and update!:

<https://play.google.com/store/apps/details?id=com.google.android.gms&hl=en>