

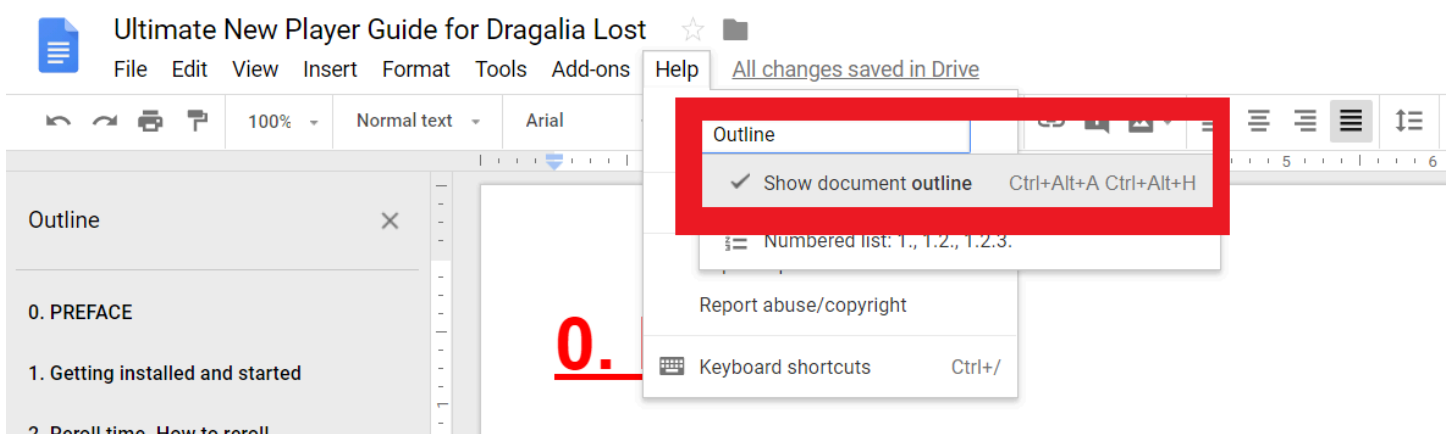
[Last Updated: Feb 19th, 2019](#)

[Written by Eedat](#)

# 0. PREFACE

I wanted to make a one-stop-shop that combines a lot of the resources already available on the subreddit and wiki as well as my personal experiences as well as those of people I've talked to. This guide is going to cover the basics as well as the mistakes me and others have made and how to set yourself up for the mid and late game.

**IMPORTANT:** Please make sure your **Outline** is turned on as it serves as the table of contents and is used to easily find the section you are looking for. If your outline is not turned on by default, go to the Help menu, search for “Outline”, and select it. The Outline should be displayed on the left of the screen.



## 1. Getting installed and started

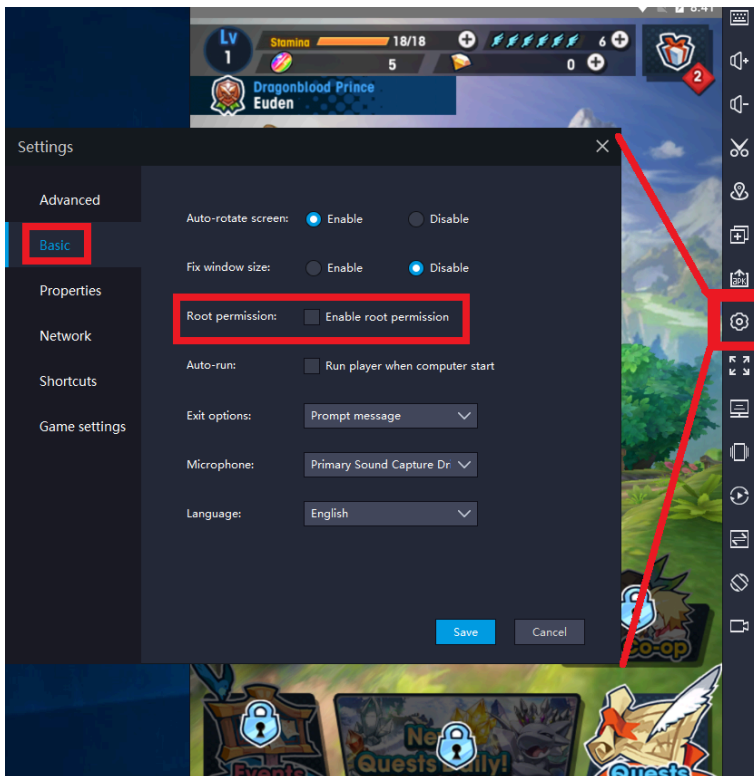
Do you own an Android or iOS mobile device that isn't archaic and live in the USA, Japan, Hong Kong, Taiwan, or Macau? Congrats! All you have to do is download the game from the store and you're in! The game is not yet globally released so the rest of you need to look for an alternative. The most simple solution is to use an emulator to get access. If you prefer using an emulator over a mobile device anyway then this is perfect for you.

**IMPORTANT UPDATE: Emulators are dead**

**Emulators currently do not work for Dragalia Lost. I will keep the next section here in case this**

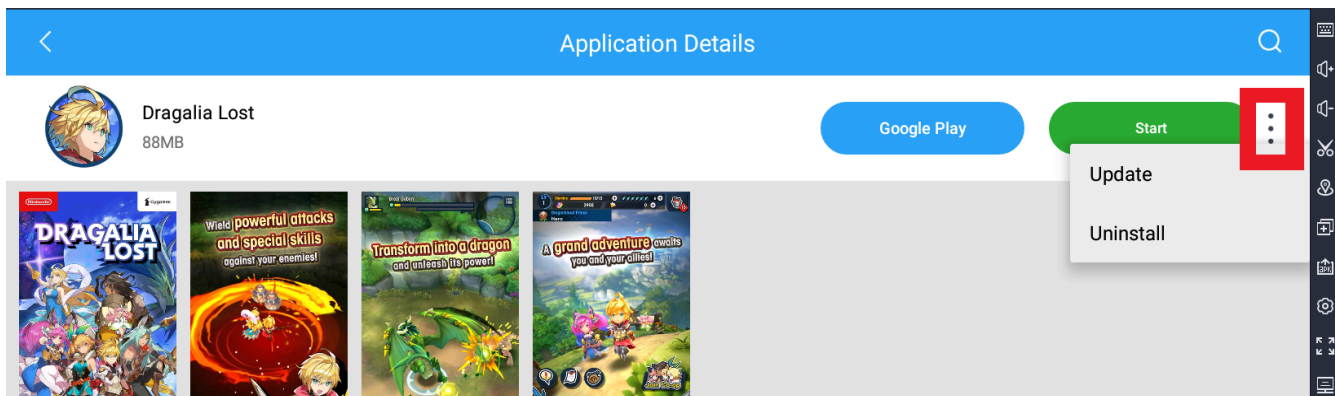
changes, but please be aware no Emulators have worked in over a year from this update (2/19/20)

There are a lot of emulators out there but I'm going to go over just one that seems to be very popular and works with very little hassle. That emulator is an Android emulator called LD Player. [Link to download here.](#) There are many emulators that you can get to work, but this one seems pretty tested and reliable from many people I've talked to. The only thing you need to do to get Dragalia Lost to work on LD Player is to disable root access. This is done by simply opening the Settings tab on the right of the player, then Basic, then making sure "Root permission" is NOT checked. [Here is an image of how to do this \(Below\).](#)



**Be amazed by my awesome MS Paint skills.** It is important to note that you want to disable root permission BEFORE opening Dragalia Lost or you will run into issues. If this happens, just uninstall and reinstall Dragalia with root disabled and it should clear this up. Using LD Player has the added benefit of not having to use apk files. All you have to do is download Dragalia from the LD Store (NOT from the Google Play store). It is also worth noting that you will have to make a Google Play and Nintendo account registered to a country that the game is released in. The server is global so you don't have to be worried about being cut off from your favorite streamer and other friends. Another thing worth pointing out is that [the LD Store hides the Update button in the 3 dot drop down menu next to Start \(see below\).](#)

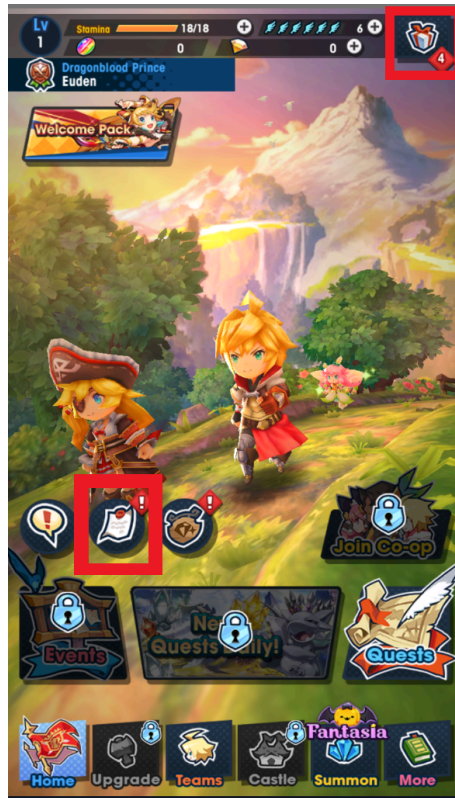




## 2. Reroll time. How to reroll.

It's time to reroll. If you haven't played gachas before, it is common to get a good chunk of in-game currency when making a new account. This currency is then used to perform summons for units, dragons, and wyrmpriests. The goal of rerolling is that if you don't get good summons from the initial currency you just start over and try again. In Dragalia the free2play (f2p) currency is called Wyrmite and the cash shop currency is called Diamantium. It's very easy to do this.

First and foremost, do NOT link your Nintendo account until after you get good a good reroll. It will ask you at the beginning to link your Nintendo account. Just click Link Later. After the tutorial is over and a few downloads are complete, the game will make you do a few more things like perform a single summon (which is guaranteed to be a 4\* adventurer), set your team, and enter the Chapter/Quest map. Once it dumps you on the chapter map, press the More button in the bottom right, then Friends, then Helper Settings. Click on any unit here (it literally does not matter) then press the Home button on the bottom left of the screen. Doing this completes an Endeavor for an extra 300 Wyrmite. [Now you want to collect all your starting goodies from your Mailbox and Endeavors on the Home screen \(see below\).](#)



Once you've done this, open the Summon menu and do as many Tenfold Summons as you can. If you don't get decent pulls, its time to reroll. Rerolling is simple.

**If you are using Android or an Android Emulator (like LD Player) you want to go into your settings > storage > apps > Dragalia Lost > Clear Data. Then relaunch. If you are using iOS then just uninstall and reinstall.**

### **But what is a "decent" reroll?**

Now the answer to what a decent reroll is debated a lot and really it depends on you. Some people rerolled hundreds of times to get god-tier pulls and others are happy with far less. How far you want to push rerolling is entirely up to you. Generally what I would consider a **decent** reroll is getting a 5 star Adventurer + 5 star dragon, two 5 star adventurers, or two 5 star Dragons. Personally I started playing with just one 5 star adventurer and one 5 star Wyrmpriest and I'm doing just fine. Don't burn yourself out trying to get the one in a million pulls. When pulling there are 2 categories that you can get. There are Adventurers which are the actual units you control, Dragons which give stat bonuses and are used via shapeshifting in combat. There are different tier levels to these. When doing pulls, there are 3 star, 4 star, and 5 star categories. 3 star is the most common and 5 star is the rarest.

Its is very important to note that a lot of 3 and 4 star units are actually very good. Do not get caught up in trying to get only 5 star units while not even considering your 3 and 4 star ones. And whatever you do, ***for the love of god please take tier lists with a grain of salt. Don't be that player that is desperately clinging to one random internet stranger's opinion on what is or isn't the absolute highest tier unit.***

Once you get a reroll that you want to keep, NOW link your Nintendo account so you don't lose it somehow. This is done by selecting the More tab at the main screen, then Other, then Account Management.

## 3. Things you want in your rerolls.

### (OPINION)

That being said, I know you at least want some sort of idea of what is decent. I'm going to go over some units that I feel are good to reroll for. It's important to note that it may not be worth rerolling specifically for 3 or 4 star units as they are far more common and you are more likely to get them by accident later down the road. This is **opinion**, NOT **fact**. I just told you to take tier lists with a grain of salt didn't I? [Here is the full list of Adventurers](#) and [here is the full list of Dragons](#). **Just remember, sometimes a good waifu or husbando is worth more than viability.** I'm looking at you [Nefaria](#). The following suggestions do not have waifu or husbando points factored in.

## 4. Done rerolling. What should I do now?

Now you want to start progressing through the main story. There are key functions that are not available at the beginning that you want to unlock ASAP. You will unlock Mana Circles, Crafting, Upgrading, and the Castle fairly early and you unlock the Imperial Onslaught after completing Chapter 6. I will explain these later. The main story is pretty easy up until you reach Chapter 6. You will get some free units as well from the story and some basic Dragons for each element. It's important to note that these story Dragons are not as good as the 4 star Dragons from the Gacha pulls.

### **But what if I get stuck in chapter 6?**

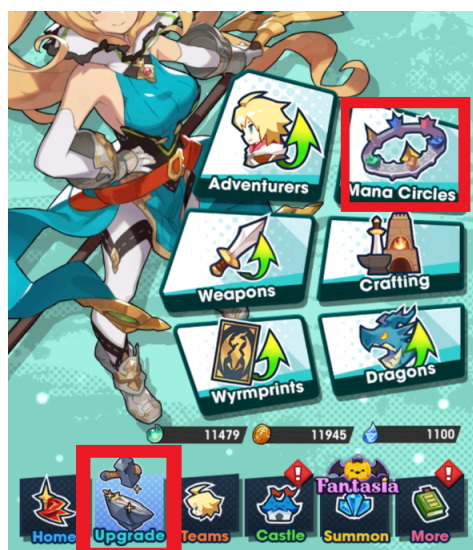
I suggest visiting [the DL Twitch.tv community](#). If you aren't strong enough to solo the content, there are many friendly players willing to give you a hand in co-op. Co-op play makes content much easier and there are players that are very strong that will help you. Just introduce yourself and ask around in chat for some help. If you see me lurking in chat feel free to ask for help (EedatNA).

You really want to stay on top of building and upgrading in your Castle (see section 6A. Castle Grounds). The buildings here provide nice stat boosts for your units and upgrading buildings is required for crafting better weapons. These buildings eventually start taking a lot of time to complete so falling behind early is really shooting yourself in the foot in the future.

Keep upgrading your Weapons, Dragons, and Adventurers. I'll cover how to do this in the next section. Keep pushing your might up to unlock higher difficulty dungeons. Stock up on resources from the Dungeons covered in section 9. Overall just play the game.

## 5. Upgrade tab. Mana Circles, Crafting, Upgrading, and more

### ● 5A. Mana Circles

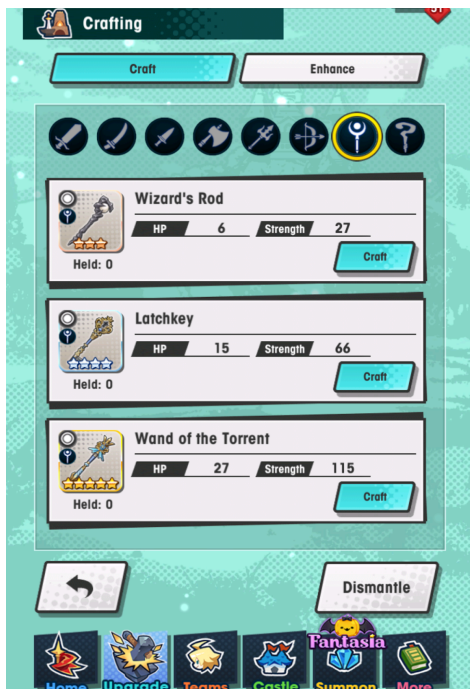


[Mana Circles](#) are where you spend your mana to give your adventurers stat boosts, unlock character stories, and unlock/upgrade abilities. They are a quick and easy way to add a lot of Might to units. You access [Mana Circles](#) in the Upgrade tab. You gain [Mana](#) by clearing stages, completing Endeavors (quests), and from events. The game is going to flood you with a good amount of [Mana](#) via Endeavors early. This dries up quickly. [Mana](#) is a pretty tough resource to grind a lot of so it is important to only use it on the adventurers you really want. Wasting [Mana](#) on units you drop later is pretty painful early. There are 5 tiers of [Mana Circle](#) for each adventurer with 10 nodes on each tier. However, only 5 star adventurers can access the 5th tier. A 4 star adventurer can only access the 4th tier. A 3 star only the third. It is possible to promote a 3 or 4 star unit to 5 star but I would suggest not worrying about that as a new player. The higher tier you go, the more expensive each node becomes. Some of the nodes are just straight up bonus stats while others add or upgrade abilities. Nodes that add/upgrade skills will require other materials besides just mana such as Orbs and Dragon Scales. Once you complete all 10 nodes of a tier, you can spend some materials to unlock the next tier.

## ● 5B. Crafting & Improving Weapons



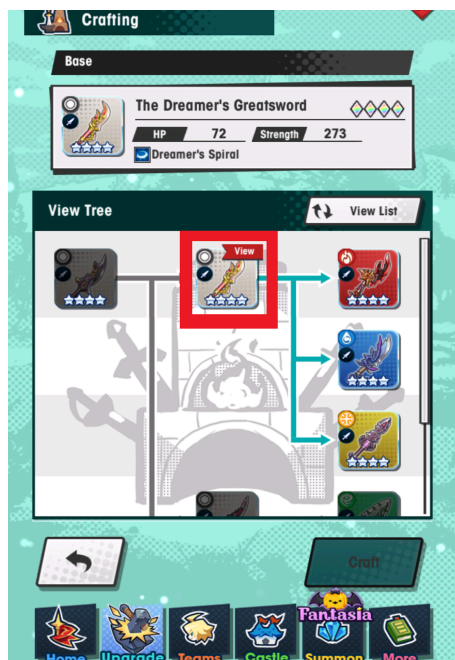
In the Upgrade tab on the main menu, you will see a Crafting option. This is where you craft and enhance your weapons. You need to upgrade your [Smithy](#) to access the higher star and tier weapons. Please refer to the Smithy explanation in section 6A to see how to do this. Each weapon type has three different levels of weapons. [There are 3, 4, and 5 star weapons.](#)



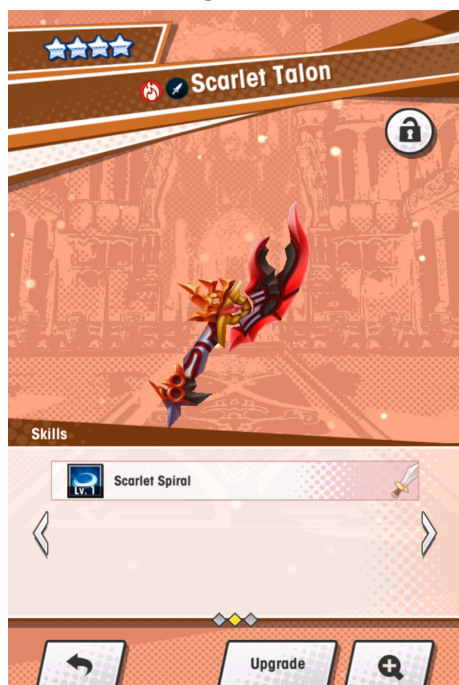
Please note there is both a Craft and an Enhance tab at the top of this menu. Since you are a new player, don't even worry about 5 star weapons for the time being. They require a ton of resources, some of which are special



and you won't have access to a high Smithy level. In each of those levels there are three different tiers. You have the basic weapon, tier 2, and Elemental tier. For example, [THIS would be considered a 4 star, tier 2 dagger.](#)



Let's take a second to ponder why they named *a dagger* "The Dreamer's **Greatsword**". Hmmmmmm. The tier to the right of it is the Elemental tier. A fire unit gets a bonus for using a fire elemental weapon. Obviously you don't want to use a fire elemental weapon on a water unit. **Tier 2 and Elemental tier weapons also give your unit a bonus skill depending on the weapon.**



This third skill is fixed for each weapon. Obviously, giving your DPS an extra damage skill is ideal as well as giving your healer an extra heal, etc.

Bear with me here as this system can sound kinda confusing and they split weapons into two menus for no reason. [For your own sanity please know that I will be referring back and forth between these two options in the Upgrade tab when talking about weapons.](#) To upgrade between tiers, you have to max out the weapon in its current tier.

That means you need to craft 5 of the same weapon, max unbind one of them, then max the level out. Here is how unbinding works. Unbinding is something you can do to increase the level cap of a weapon when you have duplicates of the same weapon. You can unbind a weapon a maximum of 4 times. You essentially feed extra copies of the weapon into another one. **Please note you will lose the extra copies of the weapon in the Unbind process.** Unbinding is done in the Weapons option under the Upgrade tab in the main menu.

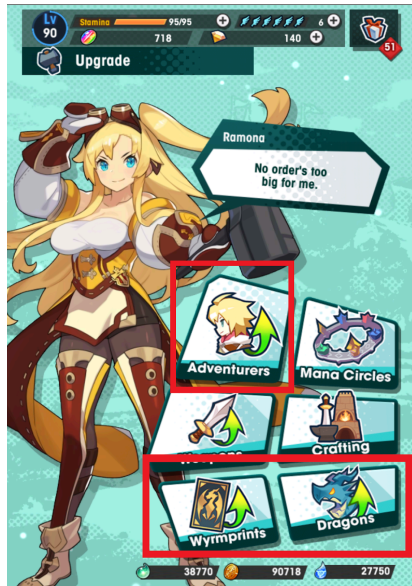


**Let me try to make this simple.** You want to craft a 4 star tier 2 axe? First, go to Upgrade > Crafting > Craft and make five copies of the 4 star axe. Then go back to Upgrade > Weapons > Unbind and find your axes you just made. Click on one of them then click the other four copies into it and click "Unbind" in the bottom right corner. Now swap from the "Unbind" tab to the "Upgrade" tab and find your axe again. Click on it. Use all those worthless 2 star weapons you have and whatever other materials you have to pump its level to max. Go back to Upgrade > Crafting > **Enhance** this time and click on your axe. Now click on the tier 2 axe and click "Craft" in the bottom right corner. Boom done. To make an Elemental tier you will need to craft a total of 5 copies of the tier 2 one and repeat.

### **But what weapons should I make as a new player?**

You won't have immediate access to 4 star weapons. Keep upgrading your Castle because you want to get access to 4 star ASAP. In the meantime, you can make some basic 3 star weapons, even 3 star tier 2 for sure. **DO NOT** make 3 star Elemental weapons. Save your resources for 4 star weapons. Elemental weapons are much more expensive and specific so don't bother with them at this point. The struggle for rupies and materials will be real later I assure you.

## **● 5C. Upgrading, Unbinding, and Promoting**



After that last section, thank god this one is simple. [I will be addressing these last 3 tabs in the Upgrade menu.](#) These last three tabs use different materials to level up, promote, and unbind your Adventurers, Dragons, and Wyrmpoints. Nice and simple.

**Upgrading** raises the level of your Adventurers, Dragons, Weapons, and Wyrmpoints. Adventurers requires [Crystals](#) which you mainly get from [Avenue to Power](#), special events, as well as your Endeavors. Upgrading Dragons requires [Dragonfruit](#) which you get from [Dragon Trials](#) and your [Dragon tree](#). Upgrading Wyrmpoints requires a lot of junk 2 star prints from random quests or [special waters](#) that are mostly from special events.

**Please note that your adventurers will get experience and level up just from using them while Wyrmpoints, Weapons, and Dragons will not.**

**Unbinding** is also in this tab. Unbinding is used to increase the level cap of your Weapons, Wyrmpoints, and Dragons. You need multiple copies of the same one and you essentially sacrifice the extras to pump up the remaining one. **Please note that you lose the extra copies in the Unbind process.** You can unbind a total of 4 times. It is also worth noting that reaching **the last level of unbinding** actually provides increased buffs of the item. For example, say you have an [Agni](#). Agni provides a 40% Strength buff to fire units it's equipped to. If you managed to max unbind (MUB) Agni, that 40% would increase to 60%. I want to point out that this bonus applies only at MUB. You don't get an extra 5% per unbind. It's all or nothing. Wyrmpoints also get bonus effects for MUB.

**Promoting** is how you upgrade an adventurer to a higher tier (I.E. a 3 star unit to a 4 star). **As a new player, I STRONGLY suggest you stay away from Promoting for awhile.** Promoting uses a special currency called [Eldwater](#). *Eldwater is very hard to come by and you really don't want to waste it.* You acquire Eldwater in limited quantities from Endeavors, special events, pulling duplicate Adventurers from the gacha, and selling off extra Dragons and Wyrmpoints that are 3 star or higher. I do not suggest selling off Dragons and Wyrmpoints until you have a full understanding of both of them. It costs 2,500 Eldwater to promote a 3 star to 4 star and 25,000 to promote a 4 star to 5 star.



# 6. Castle and Dragon's Roost

## ● 6A. Castle Grounds



After clearing Chapter 1 in the main story you will unlock your Castle and Dragon Roost. These are accessed in the Castle tab on the main menu. Your Castle is very important because it provides substantial buffs to your units and will allow you to craft higher quality weapons. Upgrading these buildings takes materials, rupies, and time. There are a few basic building types to take note of.

You unlock more buildings with Player Level and from Imperial Onslaught. Player level is the level displayed in the top left corner of the home screen. You increase player level just by playing the game. [You can view what buildings you unlock at what level here](#). To see what materials you need to upgrade a specific building, just follow the links.

First you have your [Halidom](#). Your Halidom is unique and provides specific benefits. Every time you level up your Halidom you gain extra space to place more buildings and also allows you upgrade your Smithy further. To upgrade your Halidom, in addition to needing the materials you will also need to raise your facility level to a certain level. Facility level increases every time you upgrade or add a new building by 1. This is why it is important to be upgrading buildings at all times. You need to stay on top of these upgrades. You'll thank me later. To maximize production, you will want to purchase all 5 [Smithwyrms](#) pretty early.

You can do this by tapping the + button next to the [Smithwyrms](#) in the top left corner while viewing your Castle. You get two for free and the other 3 can be purchased for a total of 1350 Wyrmite or Diamantium. It is 100% worth it to buy them.



Next let's talk about your [Smithy](#). The Smithy is unlocked after completing Chapter 2 and upgrading it allows you to craft better weapons. You need to upgrade your Halidom to gain access to the higher levels of Smithy. It is important to keep this upgraded because crafted weapons are vastly superior to weapons that are dropped in the game.



You have two different types of Production Facilities. These facilities will generate resources for you over time. You have [Rupie Mines](#) and your [Dragontree](#). Rupie mines obviously generate Rupies while the Dragontree generates Dragonfruit which is used to level up your Dragons. It's worth noting that the Rupie Mines cost very little materials to upgrade and are great for upping facility level without spending a ton of resources.



Next up we have Altars. Let's use a [Flame Altar](#) as an example. There are Altars for each element type (Fire, Water, Wind, Dark, and Light) and upgrading them provides stat bonuses to all your units that share that element. Eventually you will unlock two of each Altar per element for a total of 10 Altars. These Altars start to cost significant amounts of Rupies as well as materials from the [Elemental Ruins](#) to upgrade, but they are well worth it.

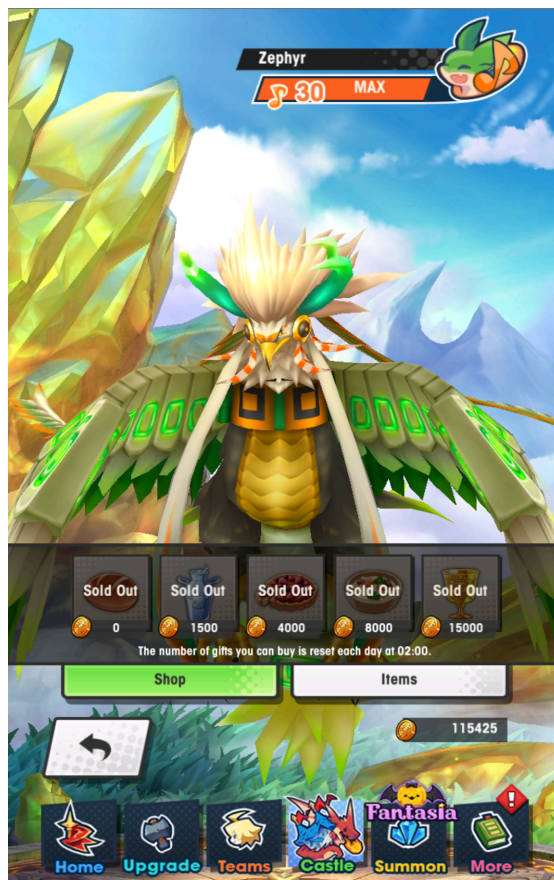


Last we have Dojos. Let's use this [Wand Dojo](#) as an example. Dojos provide similar boosts as Altars except they provide them to all units that use their specific weapon type (Dagger, Sword, Blade, Lance, Axe, Staff, Wand, and Bow). You can get 2 Dojos per weapon type for a total of 16. Dojos are not unlocked via player level. You must purchase them from the Treasure Trade in the shop with [Dyrenell Aes](#) coins that drop in the [Imperial Onslaught](#). The [Imperial Onslaught](#) is a dungeon that only unlocks after clearing chapter 6. These require materials from the [Imperial Onslaught](#) to upgrade in addition to Rupies. This is why I was telling you to get through the story quickly. I will go into this more later.





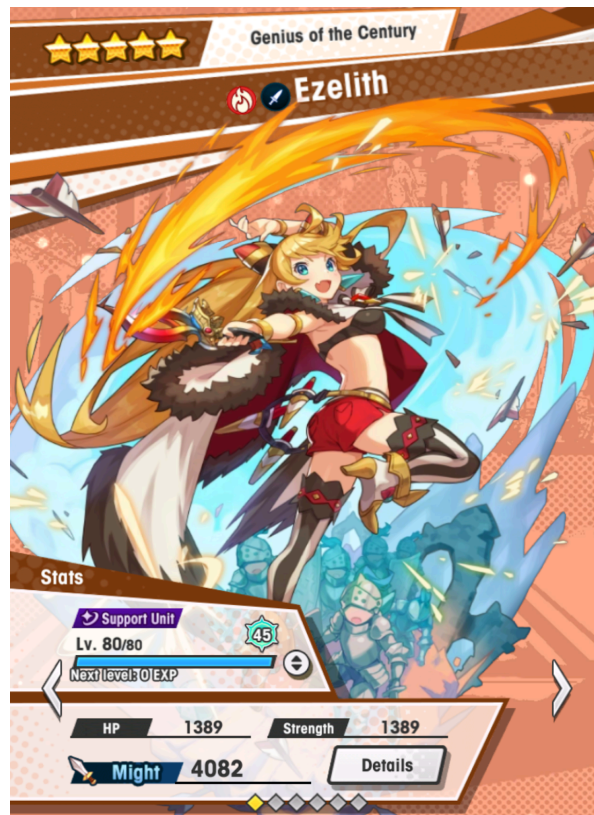
## ● 6B. Dragon's Roost



Your [Dragon's Roost](#) is where you can give gifts to your Dragons to increase your bond with them maxing at 30. It is accessible through the Castle tab. The Dragon's Roost is not upgradable. Increasing bond directly increases the Dragon's Might as well as increases the time you spend in Dragon form. Dragons also give gifts back in the form of varying materials and mana. Increasing your bond with Dragons is one of the only two ways to acquire [Talonstone](#) which is needed to upgrade your Halidom and Dragontree. The other method is item summons. Lastly, you unlock their Dragon stories from increasing bond, starting at bond level 5. There are a set number of gifts you can give per day which have varying rupie costs. Obviously the more expensive the gift, the more bond experience you get. You will also notice that the most expensive gift changes from day to day. There are certain dragons that like these differing gifts more than others. Giving a dragon the gift they like will yield bonus bond experience. [You can view which Dragons like which gift here](#). Additionally you will also sometimes come across rare enemies in most contents. These rare enemies have a chance to drop [Clovers](#) which can be given to Dragons for bond experience. Reaching the max level 30 bond with a Dragon results in getting a [Sunlight Ore](#) which will be very useful down the road.

## 7. The Basics. Adventurers, Elements, Dragons, and Wyrmprints

- 7A. Adventurers, Might, Elements, and Weapon Types



[Adventurers](#) are the units you can physically play as. [List of them all here.](#) Your normal team will have 4 adventurers in it. Adventurers have an element and weapon type assigned to them. Element is very important as it can give you a huge advantage over enemies. [Here is a nice list going over which elements are strong against others.](#) For example, using a Water unit against Fire enemies give you 50% extra damage while reducing their damage against you by 50%. Each adventurer can equip one weapon, one dragon, and two wyrmprints in the Teams menu. Each of these boosts the might of your adventurers. Additionally, Adventurers have Strength and HP. HP is self-explanatory. Increasing Strength directly increases your damage. Both add to your might. This is why Might is not the best indicator of how strong your DPS is. Dragons give element specific buffs so you want to be sure to equip a fire dragon on a fire adventurer, water on water, etc. Wyrmprint have a ton of different buffs so they needed to be looked at on a case by case basis. Adventurers are limited to one class type of weapon.

The weapon classes are Sword, Blade, Dagger, Lance, Axe (Melee) and Wand, Staff, and Bow (Ranged). All the weapon classes are considered damage weapons with the exception of Staff which are healers. Blades and Daggers are more of a hack and slash type of playstyle where you are jumping around cutting things down. Sword is more of a stand your ground weapon for killing whats in front of you. Axe units cleave everything around them and are great for clearing out groups. Lance gets additional range over other melee units making the safer. Wand units focus more on their skills while kiting around with homing auto attacks. Bow units have AoE auto attack spreads. Finally, Staff is a basic pew pew ranged attack for charging up heals.

Adventurers also have a Co-ability based on their weapon type. A Co-ability is a passive buff that is given to everyone in the party at all times. Dagger units provide a crit buff. Axe users provide a defense buff. Lance users provide a HP buff. Blade users give Strength. Sword users give Dragon Haste which increases how fast your Dragon gauge fills. Archers give Skill Haste which makes your abilities charge up faster. Staff users make healing more effective. Wand users give skill damage. Certain Adventurers have co-abs specific to them. **These buffs do not stack.** The strength of these buffs is dictated by the Adventurer's tier and can be increased only by investing [Eldwater](#) in the 5th tier mana circle.

[Might](#) is a general term used to roughly estimate overall power level of a unit or team. The only way to view your units true might is to tap and hold on them in the Teams menu. Each Adventurer has base Might which increases with levels, investment in [Mana Circles](#), and by their tier (3 star, 4 star, or 5 star). It is possible to promote a 3 star unit all the way up to 5 star, but stay away from this as a new player. Might can be further increased by equipping weapons, dragons, and wyrmpriests. Additionally, there is [Team Might](#):



Which is displayed in the top right corner of the Teams menu. Team might is simply the added total might of all 4 units in your team. Team might is important as reaching certain checkpoints of Team Might unlocks higher difficulty in [Dungeons](#). The highest normal raid you need to worry about at this point is Master [Imperial Onslaught](#) which requires 10,000 Team Might to unlock.



## ● 7B. Dragons



[Dragons](#) are powerful units that you can transform into in battle by filling the Dragon Gauge. [Here is a list of all the Dragons](#). Dragons do a ton of damage and have a special Dragon skill that can be used once per transformation. In addition to being powerful units in battle, they also provide their Adventurer large stat buffs. They have base HP and Strength stats which are added to your Adventurer and also another large buff given when equipped to a unit of the same element. **For this reason it is very important to match the element of a Dragon to the element of an Adventurer.** This buff can be various different things like a pure Strength buff, a pure HP buff, a 50/50 mix of HP and Strength, a bunch of skill damage and some strength, etc. For example, [Agni](#) gives fire units +40% Strength. [Nidhogg](#) gives dark units +20% Strength and +20% HP. [Jeanne d'Arc](#) gives light units +40% HP. This buff can be viewed by simply tap and holding a Dragon and searching for it in the tabs. The only way to improve this buff is by reaching max unbind with the Dragon. this increases the buff by 50%. For example, Agni's +40% Strength buff becomes +60%.

You cannot promote Dragons like you can Adventurers. A 4 star Dragon, for example, will always be a 4 star. You can however Unbind a dragon by feeding duplicate copies of the same Dragon into another. This is done in the Upgrade > Dragons tab. **Important to note that you will lose the extra copies of your Dragon in the Unbind process.** Every time you unbind a Dragon you increase it's level cap. Upon reaching level 4 unbind (max), you also increase their Dragon element buff by 50% and increase their Dragon skill to level 2.

You can level your Dragons in the Upgrade tab to make them stronger. To do this you need [Dragonfruit](#) which is acquired from your [Dragontree](#), from [Dragon Trials](#), special events, gifting Dragons at your [Dragon's Roost](#), and from item summons. You do not level Dragons just from using them like Adventurers. You can also level

Dragons by feeding other Dragons into them. I do not recommend doing this.

## ● 7C. Wyrmprints

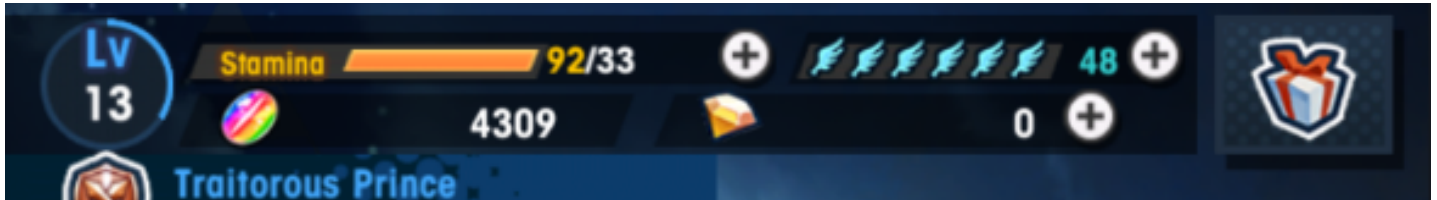


[Wyrmpri](#)nts are items that give your Adventurers various different bonuses. [You can view the full list of them here](#). These buffs vary from debuff/CC resistances, to increased skill damage, to increased tankiness, and everything in between. Wyrmpri cover a crazy range of effects. More or less if there is a bonus, there is also a Wyrmpri that has it as well. Wyrmpri also provide a bit of Might to your adventurer. There are many different options and combinations that attempting to cover them all is pretty impossible.

Like Dragons, you cannot increase the tier level of Wyrmpri. You can Unbind them if you have duplicates to increase their level cap and upon reaching level 4 Unbind you will increase their bonuses by a bit. **Important to note that you lose your extra copies of your prints during this Unbinding process.** Leveling and unbinding Wyrmpri is also done in the Upgrade tab. The materials for upgrading Wyrmpri are mostly from special events, but I do recommend feeding the junk 2 star wyrmpri you find to increase levels of the ones you're using.

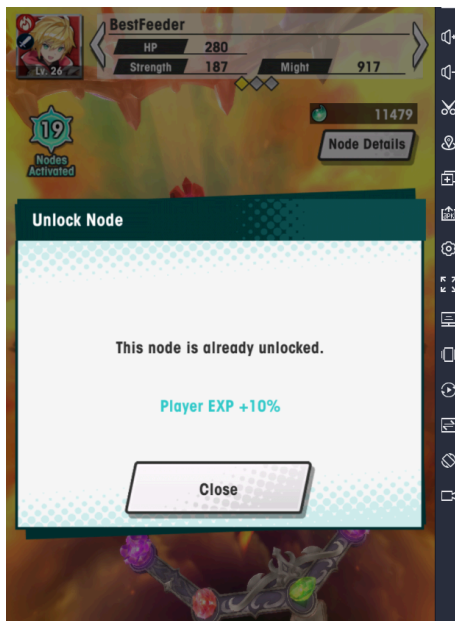


## 8. Maximizing Resources. Player Level, Stamina, and Getherwings.



Resource management is key in this game. The [Stamina and Getherwings](#) you get to play the game become limited as you progress. **You will also hear players refer to Getherwings as "Feathers"**. Every time you level up your [Player Level](#), you gain 50 Wyrmite, some stamina (which is dependent on your Player Level) but you always get 12 Getherwings. At the beginning you will be flooded with these resources as leveling your Player Level requires less experience. This starts to dry up as you get higher and higher Player Level. Stamina is used for solo content. Getherwings are used for co-op. You can gain stamina far above the displayed "cap", but Getherwings are hard capped at 99. Stamina is also hard capped at 999, but if you are actually playing the game you really will never reach this. **Because there is a hard cap of 99 on Getherwings, you always want to make sure you are at 87 Getherwings or lower before leveling up your Player Level so you don't lose any.**

### ● 8A. Player Level (Euden OP)



By completing any content you gain [Player Experience](#) based on how much [Stamina](#) the stage costs. You gain 10 Player XP per 1 [Stamina](#) the dungeon costs. So a dungeon that costs 15 [Stamina](#) will give you 150 Player XP. This is a fixed rate **with one important exception**. [Euden](#) (the main character) has [a skill in his tier 2 Mana Circle that increases Player XP by +10%](#). See above picture. You get this bonus just by having him in

your active team. *He does NOT need to be the leader hero to get this bonus.* I suggest rushing to get this skill as it is very cheap to acquire and keeping him in your active team. This bonus adds up to a lot over time. Another useful trick is that this also applies to co-op lobbies. When playing co-op, the leader hero of everyone's team is used. However, you still get Euden's bonus as long as he is in your team ***even if you aren't actually using him.*** Always make sure to have Euden in your team.

**Update (2/19/19):** There are also a few limited wyrmprints given out occasionally during events that give the same 10% Player XP buff. There is no way to get them after the event is over so if you missed out, keep an eye out for them in future events.

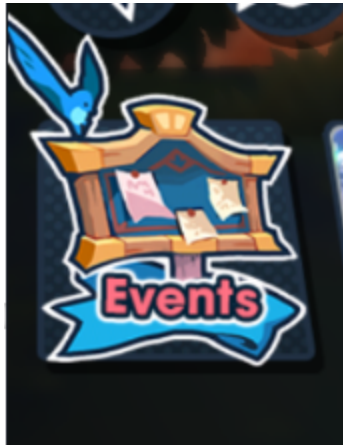
## ● 8B. Stamina

[Stamina](#) is used for all solo content. In addition to the [Stamina](#) you gain for increasing Player Level, you can also purchase 120 [Stamina](#) for 30 Wyrmites. This is worth it in my opinion in the beginning.

## ● 8C. Getherwings

[Getherwings](#) (or "Feathers") are used for **all** co-op lobbies. The amount of [Getherwings](#) used is dependent on the [Stamina](#) cost of the content. Content that costs 1-9 [Stamina](#) costs only 1 [Getherwing](#). Content that costs 10-19 [Stamina](#) requires 2 Getherwings. Content that requires 20-29 [Stamina](#) costs 3 Getherwings etc. Player XP is still based on the Stamina cost of the dungeon even if you are using Getherwings. For this reason, it is more efficient to run your dungeons that end in costs of 5 as opposed to ones that end in 0. A 10 Stamina dungeon and 15 Stamina dungeon costs the same amount of Getherwings, but you gain more Player XP for the 15 Stamina dungeon. The most efficient dungeon to run with Getherwings is Master difficulty [Imperial Onslaught](#) which equates to 8.33 Stamina per Wing spent. You can refresh 12 Getherwings for 50 Wyrmites three times per day but I recommend NOT doing this. It is not efficient compared to Stamina refreshes. Those 12 Wings equate to 100 Stamina ***only if you are running Master difficulty Imperial Onslaught with them.*** 50 Wyrmites for ***conditional*** equivalent to 100 Stamina is obviously less efficient than the 100 Stamina for 40 Wyrmites refreshes.

## 9. “Event” Quests. Grinding Materials.



On the home screen, you will notice a Tab called “Events” on the left hand side. These are your basic dungeons to grind Rupies, Experience, various different crafting materials, upgrade materials, Mana Circle materials, building materials, and currency. **In this section, I will not be covering Special Events which are limited time bonus dungeons for special rewards.** You will be spending a lot of time grinding these dungeons. You need the materials for all sorts of things from upgrading buildings, improving Adventurer skills, unlocking Mana Circle tiers, acquiring Dojos, crafting and improving weapons, upgrading Dragons, and much more. After clearing the story, you will practically live in these dungeons. There are various different dungeons each with varying different difficulties and drops. **The difficulties are locked behind Team Might milestones (See the Adventurers, Might, and Weapon Types section).**

**Obviously the higher difficulty you complete, the better the rewards. Some of the top tier rewards won’t even drop on lower difficulties.**

[Avenue to Power](#), [Avenue to Fortune](#), and [Elemental Ruins](#) are unlocked after completing Chapter 2, 2-1. [Dragon Trials](#) are unlocked after finishing Chapter 3, but Light and Dark don’t unlock until after chapter 4 and 5 respectively. [Imperial Onslaught](#) is unlocked after clearing Chapter 6. This is why it is important to get through the main story quickly.

You get **bonus rewards** for clearing these quests the first few runs per day. **Please note that these bonuses are shared between the different subquests of a main quest.** If you do Jupiter’s Trial 3 times, you do not get any more bonuses for Mercury’s Trial. These are definitely worth doing and you should focus on which dungeons you need the most loot from.



Let's get into these different dungeons, what the drops are, and what these drops are used for.

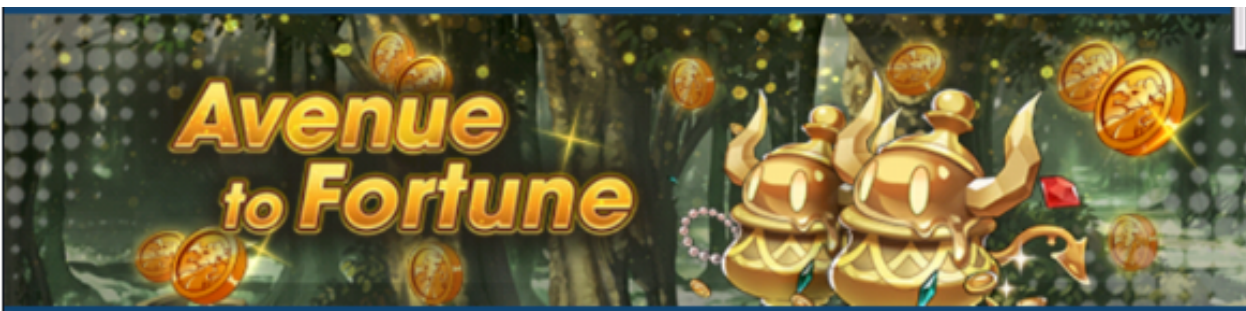
## ● 9A. Avenue to Power



**Noteworthy Drops:** [Gold, Silver, and Bronze Crystals](#)

[Avenue to Power](#) is a fairly easy and simple dungeon that involves in clearing waves of enemies. It's pretty straightforward. This dungeon is very auto friendly as you won't miss anything except maybe Rare Enemy kills. The Crystals that are dropped are used to level up your Adventurers in the Upgrade tab. That is these crystals' only purpose as of now. Not much more to say about this dungeon. If you want to level up your Adventurers faster, this is where you go.

## ● 9B. Avenue to Fortune





### Noteworthy Drops: Rupies

[Avenue to Fortune](#) is a simple dungeon that functions like a normal stage. Fight your way through the stage and kill the boss at the end. This dungeon is very easy. The goal of this stage is to farm [Rupies](#) which are the basic currency of the game. Rupies are needed to upgrade buildings and to craft/enhance your weapons. Both of these get very expensive later in the game so you will be spending a lot of time here eventually. **Make sure you break open the two chests right before the boss room.** Barrels are fine to ignore.

## ● 9C. Elemental Ruins



[Elemental Ruins](#) also are laid out like a normal stage. Fight your way through the enemies and kill the boss. The main thing you are trying to get out of these stages are various different Orbs (see picture below) for each element that are used for Mana Circles and upgrading buildings. These stages also give a decent amount of weapon crafting materials. Obviously a fire unit or altar is going to need fire orbs. The Halidom also requires different types of these Orbs to level. One building that isn't immediately obvious is the Rupie Mines also need small amounts of Light Orbs



The catch with [Elemental Ruins](#) is that every element Expert difficulty is not available every day. The rotation works like this. On Tuesday, the fire ruins are open. On Wednesday, the water ruins are open. On Thursday, the wind ruins are open. Friday is the light ruins. Saturday is the dark ruins. On Sunday and Monday, all 5 elements are open, **butuuutttttt the highest difficulty (Expert) is not open for any of them.** Expert has the best drops so it's best to stockpile what you need on the day they are available.

Really there isn't enough difficulty or difference between all the [Elemental Ruins](#) for me to make a section going over different mechanics and such. I will however go over the different drops for each dungeon.

**Format: "Ruins Name (Element, Day Expert is available)"**

## **1. [Flamehowl Ruins](#) (Fire, Tuesday)**

**Notable Drops:** [Flame Orb](#), [Blaze Orb](#), [Inferno Orb](#), [Rainbow Orb](#), [Fiend's Horn](#), [Fiend's Eye](#)

## **2. [Waterscour Ruins](#) (Water, Wednesday)**

**Notable Drops:** [Water Orb](#), [Stream Orb](#), [Deluge Orb](#), [Rainbow Orb](#), [Ancient Bird's Feather](#), [Bewitching Wings](#)

## **3. [Windmaul Ruins](#) (Wind, Thursday)**

**Notable Drops:** [Wind Orb](#), [Storm Orb](#), [Maelstrom Orb](#), [Rainbow Orb](#), [Granite](#), [Meteorite](#)

## **4. [Lightsunder Ruins](#) (Light, Friday)**

**Notable Drops:** [Light Orb](#), [Radiance Orb](#), [Refulgence Orb](#), [Rainbow Orb](#), [Fiend's Horn](#), [Fiend's Eye](#)

## **5. [Shadowsteep Ruins](#) (Dark, Saturday)**

**Notable Drops:** [Shadow Orb](#), [Nightfall Orb](#), [Nether Orb](#), [Rainbow Orb](#), [Ancient Bird's Feather](#), [Bewitching Wings](#)

## ● 9D. Dragon Trials



There are 5 different [Dragon Trials](#), one for each element. The main reason for running these trials is for acquiring **Dragon Scales** (see picture below) which are used to upgrade skills and unlock new Mana Circle tiers. You also acquire [Dragonfruit](#) from these Trials which are used to level up your Dragons. Lastly, you get special Spheres which are used as currency to trade in for Dragons in the [Treasure Trade](#) located in the Shop. Each element has its own different Scales and Spheres. Obviously, a Wind Adventurer is going to need the Scales from the Wind Dragon Trial and so on.



I am not going to be covering every single move and mechanic that every trial has, but I'll point out **noteworthy ones**. I will also point out that every Dragon uses "Summon Help" which spawns in adds. Every trial has a different status ailment that they apply which I will point out. Different Adventurers can get resistance or immunity to these so it is very beneficial to bring these Adventurers as well as ones that have Elemental advantage. **Being afflicted by any status ailment prevents you from transforming into your Dragon.**

**Format: "Trial Name (Element, Difficulty)"**

### 1. Midgardsormr's Trial (Wind, Medium)

**Noteworthy Drops:** [Windwyrms Scale](#), [Windwyrms Squallscale](#), [Windwyrms Sphere](#), [Dragonfruit](#), [Abyss Stone](#), [Crimson Core](#)

**Status Ailment:** [Stun](#)

Midgard's difficulty is depending on whether you have Stun immunity or not. If you bring a unit with Stun immunity then this trial becomes easy difficulty for sure. Pretty much all of Midgard's attacks inflict a lengthy stun. If you don't have stun immunity, a single mistake can be very punishing. If stun immunity is not an option, I suggest bringing ranged units as all his attacks are easy to avoid if you aren't sitting on top of him. This fight isn't particularly hard even if using melee units with no stun resist. The only notable skill I want to point out is his "Trident Tempest" move where he launches 3 tornadoes in fixed directions. This move hits like a truck and you want to avoid this one over all others.

## 2. Mercury's Trial (Water, Varies)

**Noteworthy Drops:** [Waterwyrms Scale](#), [Waterwyrms Glistscale](#), [Waterwyrms Sphere](#), [Dragonfruit](#), [Abyss Stone](#), [Crimson Core](#)

**Status Ailment:** [Bog](#)

The reason why the difficulty varies on this is because Mercury uses an attack called "Aqua Spiral" where she stands in one place and charges a circular AoE attack around her. This attack hits like a truck and must be avoided. If you bring melee units, your only option is to run away and wait for the attack to be over. If you bring ranged units, you stand on the edge and wail away on her the entire time for free. In addition, this attack leaves bubbles scattered around that hurt a lot and make running around as a melee more difficult. There is nothing stopping her from spamming this attack over and over and she does so frequently. Bringing melee here makes this fight much more difficult while ranged units make it super easy.

## 3. Brunhilda's Trial (Fire, Easy)

**Noteworthy Drops:** [Flamewyrms Scale](#), [Flamewyrms Scaldscale](#), [Flamewyrms Sphere](#), [Dragonfruit](#), [Abyss Stone](#), [Crimson Core](#)

**Status Ailment:** [Burn](#)

Brunhilda is a very easy Dragon Trial. Burn resist isn't really needed here at all to be honest. Brunhilda has an attack called "X-Muspelheim" where she flies up in the air and drops an X of fire on the map which persists for a bit. Just stay together as a team and she will land next to the group after she's done. After using that attack, she normally will use another skill called "Crimson Inferno" twice. This is a basic medium sized AoE that gives you plenty of time to prepare for. It does do a lot of damage though. Not much else to say here. Nothing here is particularly hard to dodge and Brun dies pretty fast. If that wasn't easy enough, bring a few rInG-A-LiNg! [LiLy](#)-dEsU and chain freeze Brunhilda into the dirt.



## 4. Jupiter's Trial (Light, Easy)

**Noteworthy Drops:** [Lightwyrms Scale](#), [Lightwyrms Glowscale](#), [Lightwyrms Sphere](#), [Dragonfruit](#), [Abyss Stone](#), [Crimson Core](#)

**Status Ailment:** [Paralysis](#)

Jupiter is the easiest Dragon Trial in my opinion. You don't really need Paralysis resist. Most of his attacks consist of highly telegraphed dashes that are easy to evade. The only attack worth mentioning is his "Primal Thunder" attack which scatters a bunch of small AoEs around him. The spread on this attack can be pretty RNG but really all you have to do is back away. Ranged and melee units work just fine here and honestly you don't really even need a healer.

## 5. Zodiark's Trial (Dark, Hard)

**Noteworthy Drops:** [Shadowwyrms Scale](#), [Shadowwyrms Darkscale](#), [Shadowwyrms Sphere](#), [Dragonfruit](#), [Abyss Stone](#), [Crimson Core](#)

**Status Ailment:** [Curse](#)

Zodiark is probably the hardest of all the Dragon Trials. His Curse ailment applies from practically everything and prevents you from using any skills or shapeshifting into your Dragon. It lasts a very long time as well. On top of this, he has several abilities to be scared of. Let's start with his "Chaos Cage". Zodiark tries to summon a cage under your feet which if you don't immediately dodge roll away from, traps you in place for quite a long time. This leaves you powerless to dodge or defend yourself from Zodiark. It's pretty much a death sentence unless one of your allies comes and breaks the cage. This is actually harder than it sounds as the targeting doesn't like to lock on to the cage. Next, we have his "Accursed Venom" attack. Zodiark spits a line of venom that persists on the ground for awhile. Stepping in this is practically instant death. Don't stand in front of him while he uses this and stay away from it on the ground. The last thing I wanted to point out is his tail whip. This isn't a special named attack. It actually doesn't even give a hitbox warning that its coming. He just whips his tail into the ground and does a ton of damage to units in melee range. A few others dragons have similar moves, but his seems to hit disproportionately hard and the hitbox seems to extend to his sides as opposed to just behind him. He doesn't spam this ability though so if you see him use it it's fair to assume he won't use it again for a bit.

## • 9E. Imperial Onslaught



Like Dragon Trials, there are 5 different [Imperial Onslaughts](#), one for each element. Imperial Onslaught unlocks after completing chapter 6 of the main story. There are quite a few things that drop here that you are interested in. First, [Dyrenell Aes](#) which are used to purchase Dojos (refer to 6A. Castle Grounds) from the [Treasure Trade](#) and upgrade them in your Castle Grounds. The higher difficulties also drop [Dyrenell Argenteus](#) and [Dyrenell Aureus](#) which are also used for upgrading higher level Dojos. Next, there are different elemental [Insignias](#) that are also used for upgrading higher level Dojos, crafting Elemental tier weapons (refer to 5B. Crafting & Improving Weapons), and for a few different things in the [Treasure Trade](#). The last main thing you are farming IO for is for [Weapon Tablets](#) which are used to buy additional Dojos at the [Treasure Trade](#) and for crafting different 5 star weapons. IO also drops [Whetstones](#) which are used to level up your Weapons.



I will go over the basic mechanics of each fight, **but not every little detail**. Like Dragon Raids, there is a status ailment that is beneficial to bring resistance to. I will point out that all the bosses use “Reinforcements” to

summon a lot of adds at various different points. Each boss also uses a skill named "Phantom Assault" that causes differing AoE attacks to hit large parts of the map and afflict a status ailment. **Remember, being afflicted with any status ailment prevent you from transforming into your dragon.** The battles consists of a boss using various different attacks while summoning in lots of adds. Survive, cut down the adds, and kill the boss. Again, bringing Adventurers with Elemental advantage is very beneficial.

**Format: "Trial Name (Element, Difficulty)"**

## **1. Battle at Mount Adolla (Fire, Easy)**

**Noteworthy Drops:** [Vermilion Insignia](#), [Royal Vermilion Insignia](#), [Blade Tablet](#), [Lance Tablet](#), [Wand Tablet](#), [Dyrenell Aes](#), [Dyrenell Argenteus](#), [Dyrenell Aureus](#), [Whetstones](#), [Granite](#), [Meteorite](#)

**Status Ailment:** [Stun](#)

This is a pretty straightforward run. There aren't many interesting mechanics. The shape of this stage is a + sign. This boss's Phantom Assault attacks the tips of the + sign, then focuses in on the center of it. Bring stun resistance as it really does help a lot. This boss's auto attacks cleave the area in front of him so avoiding damage as a melee can be difficult. I would recommend bringing a healer if you are using a lot of melee units. He also uses an attack that shoots crescents from his weapon and it has a very long range. It's not difficult to dodge. Overall not a very difficult fight.

## **2. Battle at Myriage Lakes (Water, Hard)**

**Noteworthy Drops:** [Azure Insignia](#), [Royal Azure Insignia](#), [Axe Tablet](#), [Bow Tablet](#), [Staff Tablet](#), [Dyrenell Aes](#), [Dyrenell Argenteus](#), [Dyrenell Aureus](#), [Whetstones](#), [Fiend's Horn](#), [Fiend's Eye](#)

**Status Ailment:** [Freeze](#)

This is the hardest IO in my opinion. The difficulty is created by how long the Freeze ailment lasts and how little space you have to move around. Bring Freeze resist if possible. Also bring a healer. The stage is a square with a bunch of fallen trees that severely limit the space and block your line of sight to attack. The trees make three different columns for you to fight in. These fallen trees can be broken in Dragon form so popping Dragon as soon as you get it really helps with clearing this stage. His Phantom Assault attacks down each column with a larger circular AoE at the end. Avoid this at all costs. You really, **really** don't want to get frozen. Getting frozen means you get stuck in place and cant use any skills and my god does it last a long time. You are completely helpless to avoid any incoming damage. It is possible for your allies to attack you to break the freeze, but the targeting system does not target other players so this is actually more difficult than it sounds. The boss also uses a rectangular smash attack in front of him which also freezes you and does a ton of damage. If that wasn't bad enough, eventually the boss will start summoning in Serpents that can also freeze you. The combination of everything trying to freeze you and having little room to dodge makes this stage very chaotic and difficult. I wish I had some fail-proof strategy to give you but there really isn't one. Avoid being frozen until

someone can get Dragon to break the fallen trees. After the area is opened up the rest of the fight becomes a lot easier.

### 3. Battle in Rovetelle Forest (Wind, Easy)

**Noteworthy Drops:** [Jade Insignia](#), [Royal Jade Insignia](#), [Sword Tablet](#), [Dagger Tablet](#), [Staff Tablet](#), [Dyrenell Aes](#), [Dyrenell Argenteus](#), [Dyrenell Aureus](#), [Whetstones](#), [Ancient Bird's Feather](#), [Bewitching Wings](#)

**Status Ailment:** [Sleep](#)

**All the Ezeliths!!!** This stage consists of two rectangular areas connected by a bridge in the center. Sleep resist is extremely helpful here as the boss spams attacks that can sleep you. These are easy to avoid, but the sheer number of them that he uses means sooner or later you're gonna dun goof and get hit. These attacks are mostly circular AoE attacks around his body that give you plenty of warning and another circular AoE where he jumps forward. A healer is nice here, but not really mandatory. Someone most likely is going to have a Phoenix anyway. His reinforcements are nothing special. His Phantom Assault alternates between a column down the bridge and rows across the two areas on each side. After clearing the first wave of adds, the first Phantom Assault always is across the bridge so stay off it. This boss uses a Lance which has a very narrow hitbox and is easy to avoid. Other than that this is a straightforward fight. Mow the adds down, kill the boss.

### 4. Battle in the Dornith Mountains (Light, Medium)

**Noteworthy Drops:** [Amber Insignia](#), [Royal Amber Insignia](#), [Sword Tablet](#), [Blade Tablet](#), [Dagger Tablet](#), [Axe Tablet](#), [Dyrenell Aes](#), [Dyrenell Argenteus](#), [Dyrenell Aureus](#), [Whetstones](#), [Granite](#), [Meteorite](#)

**Status Ailment:** [Blind](#)

This is another square stage but the middle is filled with rocks that form another square. Blind resist is nice to have, but not mandatory here. Unlike Freeze, Sleep and Stun, the Blind status ailment isn't a hard CC so it's not as big of a deal getting hit by it. It does stop you from popping Dragon and your auto attacks will frequently miss and do no damage. Your autos still build skill up even if they miss though. The rocks in the middle break up the stage and makes clearing all the adds pretty annoying. The "Phantom Assault" in this stage alternates between opposing sides of the square. For this reason I recommend sticking towards the inside corners. The boss's attacks are nothing special. Another thing that makes this difficult is that Dark as an element is fairly weak compared to others and not many people have built up dark units (at the time of writing this of course). For this reason, you will see a lot of neutral element units so damage is down in general. I think timing out is actually more common than wiping for this reason.

## 5. Battle at the Wartarch Ruins (Dark, Medium)

**Noteworthy Drops:** [Violet Insignia](#), [Royal Violet Insignia](#), [Lance Tablet](#), [Bow Tablet](#), [Wand Tablet](#), [Staff Tablet](#), [Dyrenell Aes](#), [Dyrenell Argenteus](#), [Dyrenell Aureus](#), [Whetstones](#), [Fiend's Horn](#), [Fiend's Eye](#)

**Status Ailment:** [Poison](#)

I was honestly going back and forth between Medium and Hard for this one. The status ailment here is poison which is not a hard CC. It does do continuous damage though which adds up to quite a bit over time. For this reason, I recommend bringing a healer in the party. Poison resist is recommended unless you have a great healer then it doesn't really matter. This stage is a bit different because it has a bunch of spike traps at all times that do damage and also inflict poison. The "Phantom Assault" is just a bunch of circular AoEs that appear at random around the map. The spread on this is pretty random and there are no safe areas that are immune from being hit. Eventually the boss will start spawning in Serpents with the "Reinforcements" which can also poison you. Unlike all the other IO bosses, this one is ranged with a bow and it has pretty long range. He has an attack where he charges up with a small AoE around him before launching an arrow across the map. This is very easy to dodge however. The main difficulty of this stage is fighting around the constant spike traps and surviving the constant poison damage.

# 10. Common Mistakes of a New Player

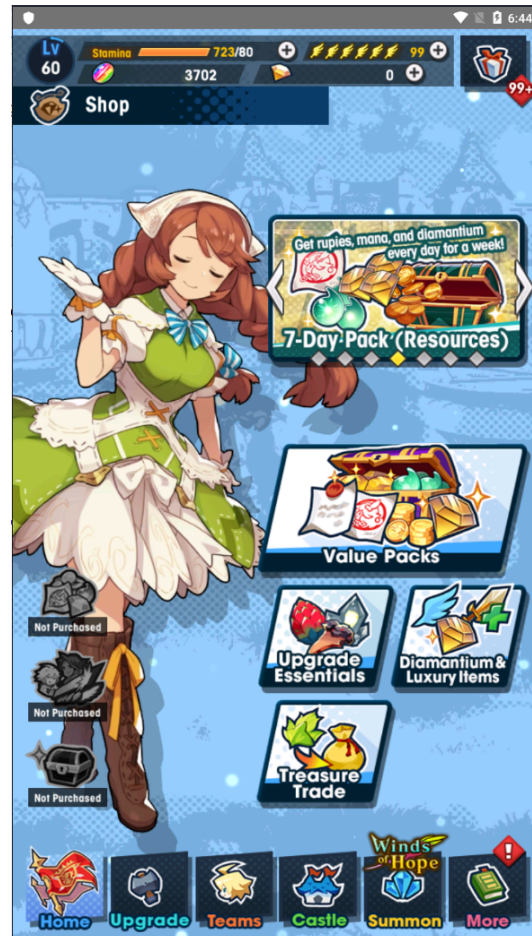
This isn't really a formal section. It's just going to be a list of some mistakes me and others made when we were new that we regret and wouldn't repeat now. We suffered so you don't have to.

- Spending Wymite on items summons. You can spend Wyrmite on these after your free one. **Don't.**
- Using 3 star Dragons and Wyrmpriests as XP fodder instead of selling them for Eldwater
- Wasting Getheringwings by being at hardcap while leveling up
- Dumping mana on random units that you don't end up using really
- Not taking advantage of Euden's +10% Player XP buff
- Not rushing through story to unlock all the different dungeons
- Instantly unbinding Dragons and Wyrmpriests. Sometimes having 2 copies is better
- Grinding Avenue to Power too much. Your Adventurers level just by use unlike Dragons and Prints
- Crafting and max unbinding 3\* Elemental weapons. Lol.



- Not staying on top of upgrading buildings
- Not getting all 5 Smythworms early as an active player. Combined they cost less than a single tenfold summon

# 11. The Cash Shop



## Work in progress

Now this section isn't for everybody, but for those who are playing and want to spend some money it's important to know what the best bargains are. There are various packages that offer a lot of different things that can be hard to make sense of. The goal of this section is to give you a good idea of how to get the most bang for your buck for how much you want to spend.

Lets start by establishing a baseline. Diamantium is the premium currency