

Bit Heroes Guide!

As of this writing the Unity version is the only web-based version available since flash has been retired-boy I miss the flash version. Anyway, I created a new account for the purpose of writing this guide and it would not allow me to even log in and start a new character. After trying different browsers and 15 disconnects, I downloaded Bluestacks and finally got started. Bit heroes seems to work well on mobile though.

I won't spend a lot of time on the beginning since I'm assuming most have already started their character and its self-explanatory, but you are greeted by nice music and a message from gramps. Also, I'm really not going to spend time on things like joining a guild, PVP, Expedition, Trial and Gauntlet; you'll figure this out. Just make sure you participate to help your guild and do your best with whatever familiars you got. So here we go :D

1. Zone 1: Bit Valley

- a. Z1F1 - (Zone 1, flag 1) You start with Tubbo's dungeon and a nice tutorial. Go through it following the prompts. You likely were able to capture batty and level. From my experience damage is king. Speed is not to be neglected, but for the most part I've found the best success filling a damage role and favoring damage while not neglecting speed or health as needed. After closing out you'll see flag 2. But close out from here and make your character. Make sure you pick a cool name ;)! Equip any equipment you got from F1. Lastly, I highly recommend you attach your character to a Kong account by clicking the K in the right corner and making or signing in with an account. This way if you lose your device or reset it, you'll always keep your character.
- b. Z1F2 – Booboo Crypt: Yay now you get to use familiars. I only have Batty, so I'll put myself in front and Batty behind. LET'S GO! You can leave on auto – actually unless I record, I needed to manual that's always the case. You get to fight Booboo who probably wants to join you and now you get a healer. I also got a purple sword <3 but really any equipment at this level is good.
- c. Z1F3 – Fallen Tower: Clear the dungeon of all enemies. I now have Batty and BooBoo. I typically put the lowest hp member in the middle; in this case its Batty. I am in the front and Booboo back. Often in the future though you'll have some type of tanky character in front, healer mid, and you back with slightly more HP than healer. Equip any upgrades and spend any stat points, again I'm going all damage for now.
- d. **First dungeon - Grimz Crossing: Find and defeat Grimz.** Whelp, now you can use friends so start looking for players to carry you :D. For now, only use gold to bribe familiars; we're saving gems for a defense healing/shielding pet and offense accessory. If you happen to get Grimz to ask and obtain it great! Otherwise, we'll get into which familiars you should farm and max. Also, yay now we get 300 gems! Wait no they force you to spend it on an Item Find (IF) scroll boo!!

- e. Z1F4 – Bob Forest: Clear the Bob Forest. Nothing special here except we will want Bob so try to bribe if he asks. If not, we can move on but might need to come back here to make Bor’lan.
 - f. Z1F5 – Pallet Route: Find and Defeat team Prof. Oak. Ripoff from Pokémon anyone? Cool! Again, nothing too crazy here but we do want Shrump if he asks to make Shrampz. Personally, at this stage nobody has asked me yet (just like the prom ☹)
 - g. Z1F6 – Dryad Path: Clear the Forest of all Enemies. If Bob or Shrump asks to join try to bribe. Here’s hoping you get them but I didn’t so far!
 - h. **Second Dungeon - Dryad’s Heart: Find and Defeat Dryad.** Again, let your friends carry you and try to bribe any familiars you can. We want Shrump and Bob but don’t stress over it. You’ll be coming back here to farm for these familiars.
 - i. Z1F7 – Decaying Ruins: Clear the dungeon of all enemies. Still, it’s me front, batty middle, Booboo back. Bob would have been nice since he does decent damage but this was a breeze on auto. Krusty wanted to join me but it failed.
 - j. Z1F8 – Mer’lan’s Vault: Find and defeat Mer’lan the Great. Hmm I was actually getting a little bit hurt here and had to switch some familiars around to spread out the damage while I healed up. Overall though no biggie. At the end its Mer’lan and two little cronies which you should be able to take out.
 - k. Z1F9 – Decrepit Tomb: Clear the Dungeon of all enemies. Still have the same team and setup of me, Batty and Booboo in that order. You’ll see more Mer’lans here which we need for Bor’lan but go ahead and clear it on auto. Actually, I did die here by not paying attention but a rez potion fixed that.
 - l. **Third Dungeon – Lord Cerulean’s Tomb: Find and defeat Lord Cerulean.** Easy task with nice friends to help you! Well, that’s it – Zone 1 completed. I am level 11 with stats: 36, 23, 26. I don’t have a mount pet or accessory yet. However, Expedition is currently on, so hey I’ll get some more xp, gear and levels to start Zone 2. Also, if you want to spend more time here farming Shrump and Mer’lan we will need them as Shrampz and Bor’lan will be our fams for a while going forward.
2. Zone 2: Wintermarsh
- a. Z2F1 – Pengey Icecap: Find and defeat King Pengey. I decided to see how Z2 would go with the exact team and stats I listed above. I did complete the flag, but had to use potions and switch around the order to spread out the damage. I think I’ll go into Expedition to get some gear and xp. Also, I did trials; familiars here don’t ask to join, but it’s good XP and loot. In any even we’re going to go back to Zone 1 until I can farm a Mer’lan and Bob. You can get Mer’lan from Lord Cerulean’s Tomb and Bob from Dryad’s Heart. You’ll also want a Tubbo from Grimz Crossing to help you as a tank in Zone 2 until we get Grampz. Prof. Oak also can be useful in the front having higher health. Also, if you get an axe or staff, you can be the front ‘tank’ but generally speaking its best to focus a damage role. We are going for Shrampz and Bor’lan for now.
 - b. Z2F2 – McGobblestein Isle: Find and defeat King McGobblestein. Well, Mer’lan is being a punk and not joining so I decided to keep going on flags for a bit. Also, with Expedition I’ve flown up to level 28. I still have myself in front (using the axe ‘faith’s foe’ so I can heal up by draining) Bob middle, Booboo back. We will be going for Bor’lan eventually...Here we encounter a chicken dps guy, but meh not worth catching imo.

Auto worked fine with little challenge. I should mention I bought the green guild pet (ground candy) for now and have one rune and enchant on but nothing special. No mount or accessory yet, best advice I've found is wait for a blue rare mount and save for legendary and save gems for an offense accessory.

- c. Z2F3 – Chill Haven: End the Pengey / McGobblestein Alliance! Again, the same team as before here. We're working up towards Shrampz (Grampz / Shrump) and Bor'lan (Bob and Mer'lan) but for now this is fine. Anyway, nothing special here, although if Pengey asks you can capture him. He can be useful later on endgame. You also fight these two as end bosses and they're a joke.
- d. **First Dungeon – Yeti's Tundra: Find and defeat Yeti.** Again, your peeps can carry you. You can capture Pengey or the Yeti if you want but it's not needed.
- e. Z2F4 – Toxic Wasteland: Clear the dungeon of all enemies. Finally, I got not one but two Mer'lans in a row after many failed bribe attempts! So, my team is me front, Bor'lan (fusion of Bob and Mer'lan) and Prof. Oak back. Well, we are introduced to Grampz. We definitely want to catch multiple Grampz to make Shrampz. Auto was no problem at level 33
- f. Z2F5 – Sugg Chamber: Find and defeat the giant Sugg. Same team as the last flag and auto was no sweat. He maybe got me to half hp, but stop if necessary and use a heal potion.
- g. Z2F6 – Noxious Pipeline: Clear the dungeon of all enemies. Same team as before. Auto was a breeze, though Bor'lan was low hp a few times. He's powerful but squishy thus we'll want to farm and stable a few of him. When you put a familiar in the stable, it will increase their stats. You can stable up to +5.
- h. **Second Dungeon – Blubber's Gutter: Find and defeat Blubber.** Remember this dungeon for we will want to farm 6 Grampz here in time! Otherwise just get carried through by friends.
- i. Z2F7 – Sha'man's Lair: Find and defeat the Sha'man gang. Unfortunately, I haven't gotten gramps yet, but the same team of me, Bor'lan and Prof. Oak easily completed it on auto. I am level 35 but you can do this much lower if you have the decent fams. I should mention I also got an offense accessory – just a green 5% dual strike, but hey its better than nothing. In the meanwhile, still save gems for another try at 850 hyper boxes!
- j. Z2F8 – Orc Tower: Clear the dungeon of all enemies. Just leaving it on auto and clearing all packs of mobs should go through easily. You can capture archie if you want but not really needed. We're almost to tier 3 boys and girls!
- k. Z2F9 – Bromm's Hideout: Find and defeat jumbo Bromm. Find and defeat the boss like it says. Ideally, we get a grampz and make Shrampz which we'll need for Zone 3, but this shouldn't be too hard to complete. I did start to get a little low with my current setup, so all I did was manual a pack to build up and save SP and heal up for Bromm. I also manually did the Bromm fight using an important technique: click on mobs and see who's the squishiest and take them out. In this case take out the Sha'man in the back and who's then Bromm was lowest in front. Bor'lan died and I had to switch around my team putting myself in back to spread damage. Overall, it wasn't bad. As mentioned Grampz/Shrampz will be needed so spend the time to farm him.

- I. Dungeon 3 – Gemm’s Cell: Find and defeat Gemm. Nice we’ll get 50 gems here yay. Getting closer to an 850 hyper offense accessory package :D Of course just let your friends carry you here. If Sha’man wants to join feel free to bribe but by no means necessary. Congrats you’ve opened up Zone 3 and World Boss now! I ended up completing at level 35 with stats: 71/57/41. No mount yet as I’m saving for a blue. We’ll also work on more speed next level by playing with gear but first let’s get at least one Shrampz!
3. Zone 3: Lakehaven

I was really going to wait until I got a few Grampz and hopefully Shrampz, but as usual Grampz didn’t want to join or failed in bribes. Funny a Blubber (fatty boss) asked and I got him on bribe. I don’t expect this will happen for many of course so try for Grampz or just see how you do because we might be able to get to Zone 4 pretty quick and open up raid. Then the real fun begins :D But I had also gotten a pink quad strike offense accessory and I’m level 40 so let’s try it.

 - a. Z3F1 – Jah Koo: Clear the dungeon of all enemies. As mentioned, I got a Blubber which will serve as tank in front, Bor’lan mid and me back with a spear I got from Orlag World Boss. Spears are probably my favorite weapons as the 2nd ability usually hits the last mob hard and you can take out their team from behind (that’s what she said?) Anyways little snake and lobster guys here didn’t stand a chance even on auto yay.
 - b. Z3F2 – Dina Dunes: Find and defeat King Dina. Yay Dina the mean looking orange dinosaur – just like my favorite childhood show, I think? Auto was really no issue here but whenever it’s a boss flag, I like to manual a fight or two before using the first ability to store up SP. Anyways using the hardest SP ability from spear and even the 2nd ability to hit the back took out Dina pretty easily. Auto may have worked but I tend to manual bosses. Blubber got low and I could have used a heal potion but did not need to.
 - c. Z3F3 – Dusty Ridge: Clear the dungeon of all enemies. This was a breeze on auto and nothing significant. Remember we’re still going to need Shrampz probably but go as far as you can!
 - d. **First Dungeon – Nosdoodoo Wasteland: Find and defeat Nosdoodoo.** Once again having high level buddies makes this easy.
 - e. Z3F4 – Mr. Wasson’s Catacomb: Find and defeat King Mr. Wasson. So, I’m not going to lie Mel’vins hurt a little here! If you have a Shrampz you might be doing ok but manually isn’t a bad idea to spread out damage, heal up and save SP. I had to use potions to kill Mr. Wasson’s ugly face but that 2nd ability from the spear to hit the back takes out Mel’vins easily.
 - f. Z3F5 – Neila Crypt: Find and defeat King Neila. I can tell I’m starting to push it here without having Shrampz. Remember we will need a stabled Shrampz for upcoming Zones (up to Zone 6) so feel free to take your time farming him. But currently I am level 40 and cleared this. Manual the flag taking out the Mel’vins first. For the Neila fight its Mr. Wasson in front, Neila mid, Mel’vins back. Take them out from behind! Don’t bother healing this is a dps race; I just barely cleared it which means I really need to get Shrampz and stable a few Bor’lan.
 - g. Z3F6 – Mel’vins Grotto: Clear the dungeon of all enemies. Same strategy, take out Mel’vins first from behind as they’re squishy. They do hurt and I can tell we’re starting to push our luck.

- h. **Second Dungeon – Jeb’s Chamber: Find and defeat Jeb.** Again, have friends clear this for you but as mentioned we really need to go and get Shrapz and stable a few Bor’lans. We’ll do this before the next flags.
 - i. Z3F7 – Rill’s Tower: Find and defeat King Rills. You need to find and kill Rills who has two green guys (Nock). They die easily using the 2nd ability of the spear to take them out and Rills wasn’t hard himself. I barely cleared it though using a Gramps+1 (the schem isn’t dropping to make Shrapz!) and a Bor’lan +1. I had to use potions. Since we’re going to need Shrapz it won’t hurt to farm at least a few of them but hey not too bad.
 - j. Z3F8 – Fort Juice: Find and defeat King Juice. So, I was able to complete this with Grampz +1 and Bor’lan +1 but it took a few tries to get a “good” board where I found him after 2 fights and manually doing it to swap damage around and heal up Grampz. A Shrapz would definitely be easier but it is possible. King Juice has two nock mobs which I took out first from behind using the spear then him. If you have trouble keep farming for Shrapz! I wanted to hit T4 as soon as possible to do yummy raids.
 - k. Z3F9 – Undead Stronghold: Clear the dungeon of all enemies. You need to clear all packs of mobs; I believe there were 5 total. The mobs consist of Nock and Juice. You should try to kill Nock first being lower hp. Because I have an underpowered team, I completed this manually to target Nock and also swap myself and Grampz to spread out damage. I had to use potions on all, but it is very possible to complete. I should mention I am level 50 now, no mount yet because it’s only day three playing and I haven’t gotten mount guts from Expedition reward yet. A blue should be here in 2 days :D
 - l. Third Dungeon – Quirrel’s Fortress: Find and defeat Quirrel. Again, high level friends can carry you here. Quirrel is an interesting familiar to keep in mind in case you get schematics in the future that you might use like Quorg. For the most part though this guide is covering how to get you to end tier (currently 15) as fast as possible without spending any money on the game at all and the easiest fams to obtain.
4. Zone 4: Ashvale. Yay we made it. I was able to complete at level 50 with a guild pet, a blue empower accessory, no mount yet and stats favoring damage and speed slightly higher than hp. My total TS starting Z4 is 281. IMO level isn’t the key factor here; but rather having the right fams. We definitely want a +5 Shrapz but he’s being a punk and I still don’t have the schematic to make him yet. We will be here for some time while we go back and farm Shrapz but we’ll be able to enjoy getting some legendary raid gear! Also once we open up the first dungeon here and get to Rexie the dinosaur, capturing 7 of her is key! We will move towards Zone 5 to open up making Remmyt as having 2 Remmyts (Rexie (Z4) + Emmyt(Z5)) will be key in making progress. Also its good to note Rexie will replace Bor’lan since he’s too squishy. One last thing I’d like to say about raid gear from Zone 4-10 (Raids 1-7) here is the general rule we are following: it’s better to have 2-3 legendary raid pieces fully maxed and pink gear to fill the rest, rather than all legendary gear half upgraded. Don’t waste time using and increasing mythics!! Only once we hit Tier 11 (R8) will we bother going for set pieces – the Camo spear set is amazing but we’ll get to that. But here we go.
- a. Z4F1 – Roy’s Path: Find and defeat Roy. Perhaps I’m just growing impatient, but Shrapz schematic is not dropping and I’m getting powerful enough at level 61 to where I think I can just skip to farming Rexie instead of wasting time farming lower level fams. Remmyt and Ularius are key players here we will be using to endgame. My stats are 183/86/108.

Anyway you will face Uggs here while you search for Roy. I did this manually to control spreading out damage and building SP. Roy is a big guy riding on a dinosaur. Cool! He has a good amount of HP and damages your front tank mainly but wasn't too difficult with a +2 Grampz, +1 Bor'lan and myself in back. I did have to use healing pots and a Shrapz will definitely help if I can get him

- b. Z4F2 – Terra's Field: Find and Defeat the Terra Lord. Again this is another perfect example of finding the 'right' board where you can get to the boss quickly. Sometimes it's easier than others. I started manually by using the first abilities to build SP while keeping Grampz healed. I of course picked the wrong way, having to fight every mob pack, but even without Grampz I was able to complete using manual techniques described above switching myself and Grampz to spread damage and save SP. You'll find a big tetradactyl named Terra. He has an Uggs in the back, Roy in the middle and him up front with medium HP. We want to take out Uggs first, then the boss and Roy last. By spreading out damage with switching me and Grampz and using this order he went down easily only using 1 potion.
- c. Z4F3 – Rocky Steppes: Clear the dungeon of all enemies. Same deal with packs of Uggs here only we do have to clear each pack of mobs. These aren't the easiest unless you have a good front tank, but I had to switch Grampz to back when half HP and then myself again when half while healing up. General rule of thumb here is to take out lowest HP mobs, in this case Terra and Uggs. There were 6 packs of mobs in all here and I had to use a full heal potion on Grampz but was able to complete otherwise. Well yay now we can get onto the first dungeon and farm Rexie.
- d. **First Dungeon – Rexie's Plateau: Find and defeat Rexie.** We will eventually need to farm 7, yes 7, Rexies as she is a key player in the game to make Remmyt. It will take a long time, but will be worth it in the end. If Roy wants to join go ahead and bribe him. He might be useful for later.
- e. Z4F4 – Corrupted Channel: clear the dungeon of all enemies. I had really wanted to stop here for a while farming Rexie and Shrapz as he'll be useful up until world 6, but it's just not happening. Shrapz schematic is not dropping and Rexie doesn't want to join. Because I'm level 68 with a pink mount now, all t4 pinks, and a blue defense pet I'm making the decision to move on. Also I had a Squibbo join me from raid by chance; if you don't have this Bor'lan should still work for a while. My Grampz +3 is ok, but I can tell we'll probably need something better. Hopefully you've been able to have better success in finding these things but it shouldn't be too hard to pass these flags and go into t5. In this flag we face Sammy and Patches. Patches has lower health and higher attack and should be taken out first.
- f. Z4F5 – Saerebrum's Vault: find and defeat King Saerebrum. I hate Octopuses! Ever since we faced Ultros for all you FF6 fans :P and this guy is no different but he's really not hard. I generally manual flags with an end boss like this so I can control when to use spires and build SP. Of course I picked the wrong way and had to every pack of 4 mobs and even still this wasn't difficult. The boss is a big Saerebrum with 2 mobs behind him. I use my spear to take them out from behind then finish the boss.
- g. Z4F6 – Rotten Passage: Clear the dungeon of all enemies. This consisted of packs of 4 mobs of Sammy and Patches the rat. Others had Saerebrum. Auto took care of it easily.

- h. **Second Dungeon – Warty’s Corridor: Find and defeat Warty.** Nothing too special here, have your friends carry you blah blah blah :D
 - i. Z4F7 – Golum Depths: Clear the dungeon of the Golum infestation. Golum does a fair bit of damage. Shrapz would be nice here but its still doable. Most packs were 3 mobs of him but there were some 4 and I had to use healing pots but overall not too bad.
 - j. Z4F8 – Zorg’s Cavern: Find and defeat Mega Zorg. Not going to lie... this flag is definitely a challenge. You really need good fams although I was able to do it with +3 Grampz and Squib after 3 tries. There are a ton of 4 pack mobs with Staeus and Golum before you can even find the big dog which makes this a challenging flag. Staeus hurts both front and back so manual this to spread out damage and try to heal up and save SP for the boss. Mega Zorg is a boss where healing doesn’t help- you can’t outheal his damage so you’re better off nuking him. With a bit of patience and persistence (and a “good” board where you can find him early enough and/or spires) you WILL be able to beat him eventually :D Of course with the right fams, perhaps Shrapz it may be easier on you.
 - k. Z4F9 – Ember Pass: Clear the dungeon of all enemies. Here we have a mix of Zorg, Staeus and Golum. I had no issue by manually doing it and focusing Staeus where possible. I believe there were 5 packs of mobs here.
 - l. **Third Dungeon – Kov’alg Pit: find and defeat Kov’alg.** You guessed it, have high level friends run you through and not too much else to know. You’ll find a mix of all the mobs here we have been facing in case you want to farm these in the future. Congratulations we’ve reached t5. I did this in all pinks never having gotten a single legendary piece from t4 raid. I ended up being level 69 with a TS around 480. No problem we’ll move on ;)
5. Zone 5: Aramore. I stopped doing flags for a bit intending to farm Rexie, but hey it’s boring to stop and wait! I was fortunate to finally get Shrapz yay! So I’m working with a +3 Shrapz and Squib. You can totally use Bor’lan who is slightly more squishy but easier to obtain. Or hopefully you’ve gotten Rexie who we definitely will need. I was able to put augments on both my familiars which helps. I got one legendary from raid too and a pink staff. Otherwise I’m starting at level 76 with stats: 282/168/191. Also I had bought a 850 gem offense accessory and healing pet, but now we’re saving 5100 to hopefully get a leg- at the very least a pink though.
- a. Z5F1 – Forsaken Jungle: clear the dungeon of all enemies. Here we encounter Emmyt -the black spear guy. We will definitely need to capture 7 of him for Remmyt. Also you’ll have a chance of getting the Remmyt schematic. There were 5 packs of mobs and auto was easy.
 - b. Z5F2 – Deadwood Hollow: Clear the dungeon of all enemies. Again we have Emmyt and now Bebemenz. He hits hard but has low health. I have a pink staff on which heals; Squib and Grampz both heal, so it wasn’t a problem to leave on auto. I cleared the 5 packs of mobs easily.
 - c. Z5F3 – Shattered Woods: Find and defeat King Bebemenz. As previously mentioned, I typically manual flags with a boss so I can hopefully find him quick, conserve SP, and stay reasonably healed. Of course I had to fight all 5 mob packs before reaching Bebemenz. King Bebemenz is in the back with two Krogers in front. You can try to kill him first although he didn’t die with the mount strike and I ended up killing one Kroger then him

2nd using hit the rear type ability. I did have to use a full heal pot on Shrapz but it wasn't too bad.

- d. **First dungeon – Find and defeat King Torlim.** Again friends carry you here but remember this dungeon to farm Emmyts for Remmyt. The Remmyt schematic is a pink so it might take time to drop but don't give up!
 - e. Z5F4 – Everfrost Pass: Clear the dungeon of all enemies. Now we meet Conan the big bird brain boopy. Being that I'm somewhat underpowered with fams with +3 Shrapz and a single Squib he did do a bit of damage and eventually I used potions. There were 6 packs of these guys. Again I'm currently 645 TS.
 - f. Z5F5 – Frost Peak: Clear the dungeon of all enemies. Now we have Amby the seal and Melv'guin the...something. They were hurting my Squib a bit so watch him but not too hard other than that. There were 5 sets of enemies for me.
 - g. Z5F6 – Glacier Grave: Find and defeat Conan the Great. Getting through the packs of mobs isn't the issue here. Conan hits hard so try your best to kill asap but heals can come in handy. You will see other bosses where it doesn't make sense to heal. I am currently 683 TS and while it took 3 attempts I did successfully kill him with +3 Shrapz and a Squib. A Remmyt would be easier though.
 - h. **Second Dungeon – Zorul's Gauntlet: Find and defeat Zorul.** Just have friends carry you through. Nothing else special here.
 - i. Z5F7 – Solstice Shrine: Clear the dungeon of all enemies. Here we have packs of Mummihs. They hit the closest and damage all enemies. Combined with being in packs of 4 mobs and there were 6 groups!! It was a challenge with an underpowered +3 Shrapz and Squib. You might need to wait for Remmyt or a higher TS if you have trouble. I'm at 730 with stats: 318/188/224 but I got a 'good' board with a health shrine.
 - j. Z5F8 – Sun Crypt: Clear the dungeon of all enemies. We have Sitra and Brute here. Actually auto did a fantastic job of taking everyone out and keeping me healed which tells me the damage output wasn't too severe.
 - k. Z5F9 – Temple of Light: Find and defeat Mega Brute. The damage isn't too hard here except for packs with Mummihs. Anyway Mega Brute is by himself and this is a dps race. He hits hard but don't bother healing. Take him out asap! If you can't try upping your speed. He has 144, a good goal is to try to double it. I changed my stats around to 294/158/278 which was the key to beating him in the same exact gear I wiped in the first time. I am currently level 80, but level doesn't matter too too much.
 - l. **Third Dungeon – Tealk's Palace: Find and defeat Tealk.** As usual your friends can carry you through here. Remember this dungeon though as we'll be coming back here in the future as we try to go for Glarzdos to farm Tealks. More on that later. Congrats for now tier 6!
6. Zone 6: Morgoroth. Wonderful job- here in this zone we'll be able to farm the famous Ularius. But we need to seriously wait here a while to farm Remmyts and 7 Ularius'. I know it sounds like a lot but trust me it'll be worth it as Ularius is the key to beating Zone 7. Because I'm impatient I'm going to start with a +1 Remmyt and +3 Shrapz. I'm level 88 with TS 959 (mix of t5 and t6 pinks, 1 t6 legendary ring) Stats: 435/214/310. I have the pink mount, and mostly blue augments and runes.

- a. Z6F1 – Sludgemallow: Clear the dungeon of all enemies. Drogginz and Marvin. Marvin heals and should die! He’s fairly squishy. I wasn’t sure with my gear and fams being low but this was easy even on auto.
- b. Z6F2 – Muckgate: Clear the dungeon of all enemies. Drogginz and Wingo. Same deal Wingos should die, but auto wasn’t a problem. There was 5 packs of mobs in total.
- c. Z6F3 – Gutteron: End the Marvin / Wingo alliance! Here you fight packs of Drogginz, Marvins and Wingos until you find boss. Again try to take out the back Wingos first. I was fortunate to have a SP spire and only fight 3 packs to get to him. So it’s a big Marvin and a big Wingo. Take out Wingo first using mount and rear attacks. Marvin did kill me in the back initially, but a rez and heals up were no problem.
- d. **First Dungeon - Rugumz’s Sewer: Find and defeat Rugumz.** Well you got it, your friends carry you here. Kill this boogerman! :D
- e. Z6F4 – Opo’s Marsh: Find and defeat King Opo. Now we meet Opo. They damage everyone but meh they’re really not all that hard. But manual this, saving your SP and remaining mostly healed. Of course I picked the wrong way and ended up fighting each pack and it still wasn’t an issue. King Opo has a good amount of health and hits for a moderate amount. Just dps his pogostick face in and use heal pots/rez if you need.
- f. Z6F5 – Stumpie’s Badlands: Find and defeat King Stumpie. Stumpie is a little woodelf who has high attack but is fairly squishy. Hopefully you find the boss quickly. Shrampz took a fair amount of damage which is why I’m so glad we’re getting closer to Ularius. As usual manually do this flag to save up SP and keep your team healed. Again I picked the wrong way thus having to fight every pack of mobs but was still able to do this. King Stumpie has high attack and moderate health; but wasn’t overwhelming. I did switch myself and Shrampz to heal Shrampz up a bit then put him back in front but was able to kill with no potions needed.
- g. Z6F6 – Chewie’s Channel: Find and defeat King Chewy. Chewie’s do a lot of damage and must die. I was wondering how far my subpar gear and fams would take me, and it seems this is it! I wasn’t able to kill him but it was close. I went back with a +2 Remmyt and stats: 437/214/310. King Chewy is a dps race; no matter how tempting **don’t bother healing!** It’s a waste since you can’t outheal his damage. Rather I used revive and full hp pots as needed to take him out.
- h. **Second Dungeon – Oozmire: Find and defeat Blemb.** Yep again friends carry you here, not much else to say. I am currently level 90 and 961 TS as described above and again will probably need to wait for more gear/Remmyts. Now we are getting close to being able to farm Ularius yay!
- i. Z6F7 – Mystic Labyrinth: Clear the dungeon of all enemies. Here we met Negrin and Larzhul. These are two of the three that make up Ularius so if they ask to join get them!! You’ll need 21 of each – I know it’s a lot- but trust me.
- j. Z6F8 – Dark Chamber: Clear the dungeon of all enemies. And now the last of the Ularius trio: Varlos. They do fairly heavy damage but we can heal through. There was 6 packs so I guess it was fortunate I got a health shrine. But totally doable even at my current TS.
- k. Z6F9 – Shadow Tunnels: Find and defeat the Larzhul Lord. I had to upgrade my ring once more making my TS 992 with stats: 440/228/324 and level 91. I have a +2 Remmyt and

+3 Shrapnz. I got a terrible board having to fight 5 packs of mobs before I could get to the boss and no shrines. The big Larzhul is in the back with two Negrim axe guys in the front. You can't burn the boss down so you need to take out the two guys first since he keeps healing them. I used my mount to damage the front guy then burned them down. I did have to use two full healing potions and kept moving my team around. Even Remmyt was in the front for a bit as he doesn't hit particularly hard but yay I made it. Yay tier 7.

- I. **Third Dungeon – Moghur's Catacomb: Find and defeat Moghur.** As usual friends will carry you but this dungeon is super important as we're going to farm Ularius by getting 21 of each of the three axe, sword and staff guys. We'll be here a while farming them and Remmyt still, but at you can open up tier 7 raid and put your shards to good use.
7. Zone 7: Cambora. Ahh this is the zone so many get stuck on. It was the same for me when I made my first character; you hit several tough bosses here and you aren't sure what fams are best. Well I'm happy to say we aren't going to do anything until we get 7 – yes 7 Ularius' or 21 of each 3 guys- as the hardest bosses here require a Ularius sandwich (front and back Ula's) What makes this work is being able to switch your fams around and hopefully deflect heavy damage onto the bosses. We'll use Remmyt and Ularius for the other flags though. A quick note: I was paused for a week here farming here but it might take your longer. Also hopefully the Ularius schematic drops for you sooner. I had almost 30 of each guy before it finally dropped! Whatever happens just keep at it. Lastly I saved and spent 5100 gems on a defense pet only to receive the worst pink: when you get hit. Since we're not a tank, that's pretty useless. From now on I'll probably keep doing 850 hyper boxes and hopefully get something better than my blue pet. I'm sure there's a lot of debate about this but I've gotten plenty of legendary pets on my characters from 850 boxes. I'm currently level 110, stats: 670/303/431 with a total TS of 1404. I got the mainhand legendary spear from raid upgraded once and the rest are pinks fully upgraded.
 - a. Z7F1 – Poke Isle: Clear the dungeon of all enemies. We're starting now with a +5 Ularius and a +2 Remmyt. We might need to upgrade Remmyt and/or my TS but here we go. Here we have Pokey the jerk but auto is fine for these guys.
 - b. Z7F2 – Vicky Isle: Clear the dungeon of all enemies. Vicky is an ugly vulture. Because there are several big packs and they go for the weakest you'll need to watch your Remmyt and heal up as needed. A higher stabled Remmyt will obviously make this easier.
 - c. Z7F3 – Cramlich Force Isle: Clear the dungeon of all enemies. Cramlich looks delicious but can do a bit of damage: so kill it with fire quickly :D Fortunately he's fairly squishy. There were 5 packs and I did have to use a heal pot but no biggie.
 - d. Z7F4 – Desolate Isle: Clear the dungeon of all enemies. Now we've got a mix of all the enemies we've faced so far, you know what to do! Heal up and use pots as necessary but try to take the mobs out quick.
 - e. **First Dungeon – Scorpis's Plateau: find and defeat Scorpis.** Woo carry time by your friends!
 - f. Z7F5 – The Gooz Thicket: Find and defeat Mega The Gooz. Friends this is THE flag that gives so many problems and where you'll see the power of a Ularius sandwich: Ularius front and back with you in the middle. You gotta hope for a "good" board with a spire and lucky deflects on the boss. That being said after multiple attempts and even finding

a “good” board where I went into the fight with full HP/SP it was clear I need a little more TS. I tried again with 1445 TS: 686/313/446 and found putting damage augments on Ularius helped: damage, speed and dual strike. Ultimately it came down to one final lucky deflect from my last Ularius alive and I thought I was toast but bam! Its not easy but definitely possible. Moral of the story: never give up but more TS will always help.

- g. Z7F6 – Backwoods: Clear the dungeon of all enemies. Put back your normal offense augments to Remmyt and defensive ones to Ularius and back to Ular front, Remmyt mid, you back. Ah more the Gooz? Gooz’s? Whatever yo. We just beat your brothers butt so get outta my face! You also have Winslow who has a lot of HP so focus Gooz first. While the Gooz might be hurting you the good thing is once you take him out, you can slow play it to heal up and build SP since Winslow doesn’t hurt. Doing it this way makes the flag a breeze and this is why I love spears because you can control the fight.
 - h. Z7F7 – Lost Grove: Clear the dungeon of all enemies. Here we have Brimby (who will be our next big pain in the butt boss by the end of the zone) but its not so much that they hurt as they go for ‘the weakest’ so they can be a bit of a pain. Same deal though take them out first and then slow play Winslows to heal up and save SP.
 - i. Z7F8 – Brimby Thicket: Find and defeat King Brimby. Yes so this is the last boss for the zone and gives people problems. Again we’re going Ularius sandwich :D I’d actually wager to say that Brimby is easier than The Gooz. I kept the defensive (damage reduction and block) augments on Ularius this time too FYI.
 - j. **Second Dungeon – Vedaire Thicket: Find and defeat Vedaire.** Friends carry you time...Yay T8 at level 111 and 1445 TS. All t7 pinks and the mainhand legendary spear upgraded twice from raid. Not too shabby :D
8. Zone 8: Galaran. Whenever we hit a zone it’s time to chill and get geared up before attempting any flags. As usual I’ll post what were my total stats and gear. In the meanwhile we are going to keep using energy to farm Rexies and Emmyt to make Remmyt. Right now we only have a +2 but will definitely need two +5s which means 7 Remmyts total. Also regarding raid gear I never recommend going for mythic pieces; they take too long to upgrade. Many times you see people using mythics they are stuck in that zone for a long time. After about a week I got 2 legendaries upgraded once each for a TS of 1718 with stats: 732/461/525 and am level 116. I also managed to get one more Remmyt so we have a +3. This might be a bit ambitious but let’s see how far we can get into zone! Back to Ularius front, Remmyt mid, me back with higher hp than Remmyt but lower than Ularius.
- a. Z8F1 – Decaying Ruins: Clear the dungeon of all enemies. Here we have Flurgie and Scuttlez. Just do your best to take them out. There’s also Trelpin who is more tanky so focus Flurgie and Scuttlez. Overall this was no sweat.
 - b. Z8F2 – Trelpin’s Vault: Find and defeat Mega Trelpin. Pretty standard boss flag; save up SP and try to blitz him. He has a move to damage the closest two enemies, so switch yourself and Remmyt at times to spread damage. You can switch around and use heals here or potions as needed.
 - c. Z8F3 – Flurgie’s Vault: Find and defeat Mega Flurgie. I often talk about “good” boards, especially for boss flags. I got a terrible board where I had to fight all 5 packs of mobs before getting to Mega Flurgie. He attacks the closest enemy and weakest enemy. Position wont matter too much here but I was able to defeat him by going all out

damage with Ularius and Remmyt. If you have trouble you could try 2x Ular hoping for deflects, but it shouldn't be too bad.

- d. Z8F4 – Scuttlez's Vault: Find and defeat Mega Scuttlez. I feel like Scuttlez's is bad english but hey. Again this is a boss flag and a dps race so don't bother healing if you take Remmyt. After 1 fail attempt I took two Ularius and the boss killed himself on their deflects with me dead. One interesting tip is I died on the first flag using my spear; did you know you can switch out weapons after a fight but while still in dungeon? I then put a staff on I had saved to heal up. But don't bother healing on the boss. He does heavy damage to closest, random and target enemy so just dps his face in/hope for lucky deflects.
 - e. **First Dungeon - Googamenz's Vault: Find and defeat Googamenz.** This dungeon is neat, of course friends run you but Googamenz is needed for Feodebius which might be a handy choice later while we farm for Glarzdos so remember this dungeon.
 - f. Z8F5 – Athenaeum: Clear the dungeon of all enemies. Back to Ularius, Remmyt and my spear. Ahh now to the library nerds! You have Findle and Candlebros. Eventually we'll fight the big Candlebros who is the hardest flag in Z8 but we'll get to it. You also have Marm here or 'schoolmarm' as I call her which looks like your granny. She heals but take out Candlebros in the back if you can. Again this is why I love spears to use the second ability and take out guys from the back forward.
 - g. Z8F6 – Marm Chamber: Find and defeat Mega Marm. My initial attempts with a TS of 1719 using the t7 spear still and t8 head/offhand upgraded once were not good enough. I came back with another Remmyt so +4 now and 1721 TS by switching around some gear to come up with stats: 735/325/661. I used a staff on packs of mobs to keep myself fully healed and high SP then switched to the spear and blitz'd the boss. Don't bother healing on this fight.. it's a total DPS race and you want kill her asap. I'm not going to lie this is pretty hard and took me many many attempts at this level so you might just need higher TS if you are struggling too or get a lucky board.
 - h. Z8F7 – Findle Chamber: Find and defeat Mega Findle. Findle heals and attacks the weakest so again this is a dps race; don't bother healing. Again I hit a wall because you really just need more TS. I came back at level 122 with TS 1877: 1064/341/472 using a staff to clear the packs of mobs, then switching to my t7 spear for stats 1025/363/433. Though lower TS, the spear does more damage. I just barely cleared this, so you might just need to wait for more TS or keep trying for a "good" board. It was Ularius front, me middle and Remmyt back.
 - i. Z8F8 – Candlebros Chamber: Find and defeat Mega Candlebros. Again this is a tough boss flag where we'll use a Ularius sandwich. I used the same strategy here; staff for packs of mobs then switch to spear for boss + lucky deflects. I love spears!
 - j. **Second Dungeon – The Trilogy Chamber: Find and defeat The Trilogy.** Well friends can carry you here as always and gratz on t9!
9. Zone 9: Eshlyn. I got a bunch of good drops fairly quickly so we're going to start and see how far we can get. I am level 129 with all pinks except for the T9 legendary head upgraded 3 times. TS of 2508, stats: 1321/524/663. I got a legendary mount (healing one bleh) but still blue rare offense accessory and blue defense pet. Hoping for a legendary one soon! Also still a +4 Remmyt but we'll need two +5 soon.

- a. Z9F1 – Bit Valley Realm: Find and defeat the Boss. I had to fight every pack of mobs but this might be by design I'm guessing. It went pretty easy actually. The boss is Lord Cerulean with 2 mobs. I took the them out starting from the back using my swords abilities. The boss does damage to the further enemy so I kept switching myself and Remmyt back and forth to spread damage and heal up.
 - b. Z9F2 – Wintermarsh Realm: Find and defeat the Boss. Again with the boss here! Notice these are all enemies from their respective Zones. Neato. Anyways same deal here, had to kill every pack and ran into Gemm with two mobs.
 - c. Z9F3 – Lakehaven Realm: Find and defeat the Boss. Ok we got your theme! And here we see Nosdoodoo with two enemies. Same deal take out the two in the back. He damages closest and furthest enemies. You can attack from behind while Ularius deflects and Remmyt throws out heals/damage as needed.
 - d. Z9F4 – Ashvale Realm: Find and defeat the Boss. Hmm here I did not have to face each pack so maybe lucky board. But the Boss is Kov'alg of course. He damages closest enemy, 2 enemies and everyone basically. He started to hit a little bit hard and I had to use rez potions but it worked out fine.
 - e. **First Dungeon - Eshlyn Void: Find and defeat the Boss.** Again friends carry you here yay.
 - f. Z9F5 – Aramore Realm: Find and defeat the Boss. You can get different bosses as I found out after many attempts. Well it seems I need more TS then I was able to get my another Remmyt for a +5 and then I completed it.
 - g. Z9F6 – Morgoroth Realm: Find and defeat the Boss. Same deal again here but with Zone 6 guys woo. Again I hit a wall for a while and finally cleared it using Ularius front, Remmyt middle and me back. TS 2682 with stats: 1412/641/629. I also had Rugumz as a boss. A Ularius sandwich might come in handy here if you get Blemb or someone else.
 - h. Z9F7 – Cambora Realm: Find and defeat the Boss. Tier 7 mobs now. For this flag I used Ularius front, Remmyt mid, me back. I changed up my stats too a bit by reforging: 1375/635/761. It was difficult but doable using the sword.
 - i. Z9F8 – Galaran Realm: Find and defeat the Boss. Tier 8 guys now :D. I used the staff with Ularius and Remmyt. Sometimes its hard to know whether something is a dps race and don't bother healing, but in this case healing and switching around to spread damage was key. Final stats: level 141, TS 2771, stats: 1315/618/838. Honestly I'd probably recommend 2 full legs and possibly a third but it is doable at this TS.
 - j. **Second Dungeon – Eshlyn Abyss: Find and defeat the Boss.** Again friends carry you, yay t10!
10. Zone 10: Uamor. This time I'm probably going to wait until I get two legendaries fully upgraded; you can't pass these zones in a fly like we did at first. Also hoping to get a good offense accessory. Also now with t10 its time for the famous Glarzdos hunt. We can use Ularius and Remmyt all the way to endgame but Glarz will make life easier if we can get it. Well I have 1 leg fully upgraded, a second upgraded 3 times and rest pinks. TS 3707: 1978/687/1042. Still no Glarz and no better offense accessory but we'll see how this goes :D
- a. Z10F1 – Deep Forest: Clear the dungeon of all enemies. Here we have Knigmane and Menvin. This should be a breeze on auto using Ularius front, you mid and Remmyt back.
 - b. Z10F2 – Sacred Grove: Clear the dungeon of all enemies. Here we have Menvin but also Arczog. I like Arc because he has a squirrel on his head :D Same setup, auto is a breeze.

- c. Z10F3 – Overgrown Thicket: Find and defeat Knigmane. Here we have a typical boss flag. You'll fight packs of enemies until you find the boss. There's two of the same Knigmane boss. This is a dps race but know he attacks the closet enemy, weakest enemy and all enemies. I actually had trouble at first and got a ring upgrade. I found going damage heavy was the key: My TS is 3729: 2401/818/510.
 - d. **First Dungeon – Calverang's Dominion: Find and defeat King Calverang.** As usual let your peeps carry you through this. He's got some good lines – enjoy!
 - e. Z10F4 – Frigid Seabed: Clear the dungeon of all enemies. Yay we get to kill mermaids! Anrie attacks the weakest mostly and needs to die asap. You can change the order around to spread damage, but I needed one more stat increase. My TS is 3826: 1913/877/1036. I used Ularius front, Remmyt mid, me back.
 - f. Z10F5 – Gloomy Basin: Clear the dungeon of all enemies. Again we have Anrie. Basically it's the same strat as the last dungeon.
 - g. Z10F6 – Melvin's Aquarium: Find and defeat Blori. Now we have Blori, a baby sea slug you want to squish! Fortunately these guys don't hit hard at all and this dungeon is one of the easiest yet!
 - h. **Second Dungeon – Broken Abyss: Find and defeat Melmarn.** You might actually come back here as some high level schematics use some familiars. For now just have your friends beat it.
 - i. Z10F7 – Mystic Plateau: Clear the dungeon of all enemies. Here we have Dwatenna and Elel. Elel's hit pretty hard. Try to kill them first and hope for a good board. I actually used a Ularius sandwich to complete this flag.
 - j. Z10F8 – Forgotten Realm: Clear the dungeon of all enemies. Here we have Chilro and Elel. There's a lot of damage to the closest mob, so back to Ularius and Remmyt to switch around to spread damage and heal as needed. Of course you need some lucky deflects and empowered crits and you'll see this isn't all that bad.
 - k. Z10F9 – Spirit Kingdom: Find and defeat Elel. Ularius sandwich and lucky deflects is all I can say. I also changed my stats to reforge putting my speed up: 1359/735/1734. It seemed impossible honestly but the key is to find the boss quick and have SP ready to go. I was able to one-shot Elel with my mount. This is definitely hard but trust me it's possible! I am level 158 with TS 3828 and the above stats.
 - l. **Third Dungeon – Elemental Colony: Find and defeat Trolf.** Again have friends carry you. But wooh celebrate its t11 time and one of my personal favorite zones!
11. Zone 11: Melvin's Genesis. So here we are - we made it! Starting here I like to go for the sets, this raid set is 'Camo' – a spear- and it does fantastic damage. Particularly we'll make use of the 2nd ability to hit the furthest and take out the team from the rear. But we'll be here for a bit. Also its Mobileanniversary and there's fantastic deals on accessories and stuff. I'm hoping to get a leg offense accessory and a mount. We have a new raid here 'Charred Expanse' which is pretty interesting: starting now you have to pay attention to raid setup and order of your friends. Namely you generally can go BDDDT or Bait, Dmg, Dmg, Tank. A bait is tank with damage reduction and lowest health to take on damage to 'weakest enemy' whereas tanks have higher HP. Even still with high level guys, this raid is pretty tough for whatever reason but you should be able to complete it now that t16 is out.
- So update: I spent over 8k gems I had saved and no leg accessory! RNG is something alright...

however here it is about a month later and I have the entire t11 camo blue raid set upgraded. I'm level 191, my TS is 6010 with stats: 2957/1409/1644.

- a. Z11F1 – Fire Station: Clear the dungeon of all enemies. Here we have new enemies Korzamin and Xozgath. They attack all enemies basically. Being such a high TS you should be able to clear this easily on auto. We have been farming Glarz, but sadly still don't have it. It takes time!
 - b. Z11F2 – Uglano's Cave: Clear the dungeon of all enemies. Same guys here, also including Urnamaz who is a healer and should die but auto will do it for us :D
 - c. Z11F3 – Laboratory of Ignition: Find and defeat Xozgath. This being a boss flag, I like to manual it and save SP/heal up for boss fight. Xozgath attacks the weakest so watch your Remmyt but it shouldn't be too hard to nuke him. He is alone.
 - d. **First Dungeon – Eldingverold: Find and defeat King Flametalon.** As usual your friends can carry you here; else too special.
 - e. Z11F4 – Rock Bottom Entrance: Clear the dungeon of all enemies. Flags 4-6 are interesting here- you need heavy dps so we're actually going to run you front with two Remmyts. There's these little earth guys name Ourlak and they must die. Keep yourself and your Remmyts healed and this should be easy.
 - f. Z11F5 – Obsidian Depths: Clear the dungeon of all enemies. Again you and two Remmyts should clear this. I did it manually to make sure I keep everyone healed up.
 - g. Z11F6 – Nugget Mineshaft: Find and defeat Gokned. Stick with you and two Remmyts still for this. Here we have Gokneds. They can do some damage but you should be able to kill them and stay healed up. Get full SP and blitz the big Gokned.
 - h. **Second Dungeon – Terra Nova Mines: Find and defeat Truago.** Friends can carry here as usual. You might remember this place as you can farm Feodebius schematic here. He's a bait familiar that works pretty well if you can't get Glarz.
 - i. Z11F7 – The Underdome: Clear the dungeon of all enemies. Back to using Ularius and Remmyt. Now we have air guys named Auris that hit the closest two enemies. Put yourself mid and Remmyt back. They do hit hard but this wonderful spear has a heal so you can do it.
 - j. Z11F8 – The Neverending Mountains: Clear the dungeon of all enemies. Same mobs, I had Ularius in front, Remmyt in back. The key here is to keep yourself healed while taking out the mobs from the back.
 - k. Z11F9 – The Neverending Mountains: Find and defeat Cerulle. This boss hits the closest and closest two enemies so put yourself middle and Remmyt back. He is with two Auris so try to go in with full SP but take out the guys as best you can using your mount and other spear abilities.
 - l. **Third Dungeon – The Obelisk of Mistral: Find and defeat Mistral.** Friends can run you but yay t12. That wasn't so hard was it?
12. Zone 12: Zord Attacks! We're going to try something different here. Since I was fortunate enough to get Glarzdos from 3xt world boss, I'm going to see if it's possible to keep the T11 Camo spear set and only upgrade two T12 pieces – I am taking the t12 set neck 'battery of Zeus' and the legendary ring 'Gryphen protector'. I'm not entirely sure if this will be high enough TS but we'll see. My starting level is 207 and TS i7098 with stats: 3695/1045/2358.

- a. Z12F1 – Tsunami Islands: Clear the islands of all enemies. We're using Ularius in front, me mid and Glarzdos (+1) back. Enemies are Jubol and Haltred. They mainly attack closest and further enemies so Ularius and Glarz should be able to take hits and heal though. I mostly let this auto but did stop it once or twice to manually heal up Ularius.
- b. Z12F2 – Beach landing: Clear the beach of all enemies. Jubol starts to hurt a little here; I had to switch to a Glarz sandwich (Glarz front and back with me in middle). I can tell this won't be good enough to clear the zone though, at least not single Glarz. Maybe +3's but we'll see.
- c. Z12F3 – Mech Shipwreck: Push through the wreck and defeat Dilgrair. Dilgrair is a healer so you want to take him out first when you face him in packs of mobs. Try to save up SP and stay healed. Now the boss Dilgrair is alone and just a dps race. Pretty easy actually – just blitz him.
- d. **First Dungeon - Bay City: find and evaporate Jeevika.** Yay your friends can run you through here. Nothing too special otherwise.
- e. Z12F4 – Hidden Colony: Scan the colony and defeat all enemies. Now we have Lutreakara and A2 Decimator. Lut is a healer and A2 is damage. A2 hurts so take him out fast! Overall this went pretty smooth.
- f. Z12F5 – Worms Shelter: Clear the shelter of all enemies. Back to Ularius in front, you mid and Glarz back for this one. The A2s hit too heavy so you want deflects. I also reforged my stats so put more damage: 4050/878/2171. Yes your hp is low but you want to take out A2 asap.
- g. Z12F6 – Geothermal Station: Siege the station and defeat Lutreakara. Still staying with Ularius front and Glarz back. We have a new enemy called Thutrumech who does damage and drains. He has low HP and is pretty easy to take out. Just save up SP and blitz the solo Lutreakara boss.
- h. **Second Dungeon – Underground Refuge: Dig your way to Jurvis and defeat him!** Again have friends carry you through. Nice, it seems like staying with the camo set has been a good choice.
- i. Z12F7 – Gondam Battlefield: Clear the battlefield of all enemies. Again same setup of Ular and Glarz. We now have an enemy Neutromixolizer Z (say that 10 times fast!) and Solarsun. This flag was a hurdle to cross; I had to change up my stats and get more Glarz in place. You might have an easier time with a leg pet, acc and nice augments. My stats are: 2996/1988/3102 with a TS of 8086.
- j. Z12F8 – Turbine Tower: Climb the tower and defeat all the enemies. Same setup here. Also I was able to upgrade my mount one last time so now I'm at a TS of 8258 and stats 3134/2005/3119. New enemy here – S.O.S. X911. He's got a lot of life and hits pretty hard so be careful. I found using the first ability of my air staff works better to do dmg AND heal vs just a heal. Often if I tried to heal it wouldn't be good enough and I'd die. Spamming the first ability seems key here. I used Ular and Glarz again.
- k. Z12F9 – Solar Grid: power through and defeat Solarsun. Boss time! Solarsun is weak but hits hard; I had to end up getting the last piece of the air set and beat him with a lucky deflect from Ular me and Glarz. TS of 8217 with stats: 4525/1579/2113. Yay 13 time!
- l. **Third Dungeon – Fotovoltaic Center: Pay Dr Berdot a visit and defeat him!** Nothing special here except have your friends run you and time for t13.

13. Zone 13: Ancient Odyssey. Now since we're getting closer to endgame (and the sets are meh in 14/15) I think we're going to start simply using legendaries to push content. As of present the sets in t16 are the best so up-tiering is not worth it. Also t17 is right around the corner. Since I last updated the guide I was able to get some significant upgrades: I finally got a legendary pet Sardines (yay cats!) and also +5 Glarz. Still don't have a leg accessory but overall I'm getting decently geared. If you haven't gotten Glarz yet, keep trying. However you can still make good accomplishment using Ularius and Remmy to endgame. In fact we will still use Ularius for hard-hitting bosses that Glarz can't handle. Also to start I have 4 t13 legs fully upgraded: the mh spear, offhand, head and ring. My body and neck are still t12 air set but I'm hoping this is high enough TS to push 14. I am currently TS 10943 with stats: 4638/3142/3163. We'll probably have to reforge stuff as we go along but let's see.

- a. Z13F1 – Calakmul: Clear Calakmul of all enemies. Going with the Glarzdos sammidge here folks. My Glarz using DR enchants and one block until I can find the last DR. Damage reduction seems to be the best, however Glarz can be squishy as a front tank; if needed you can use Ularius front, you mid and Glarz back bait. Here we have the enemy Chaac and Nehtotiliz. They do electric damage but you should be able to blow them up quickly.
- b. Z13F2 – Tenoch: find and defeat Yumkaax. For boss stuff I generally run Ularius front and Glarz back. For this dungeon we see a new enemy: Yumkaax. Looks like he's a healer. That means take him out! Try to manual this flag and save up SP to burn boss. In this case I fortunately had a SP spire. Man this guy is ugly! It's him alone and you guess it: burn him down :D He hits a bit hard but is squishy. If you need to use Ularius sandwich go for it.
- c. Z13F3 – Ollanta: defeat all the enemies in the Ollanta. Staying with Ularius front tank and Ularius back bait. I wasn't expecting this guys to hit as hard as they do so use your best skills and pots to stay alive.
- d. **First Dungeon – Viranaco: Find and defeat Itzana.** Whelp friends can carry you here. Nothing too much else.
- e. Z13F4 – Balamtun: defeat all the enemies in Balamtun. New enemies here: Altepec and Cualpalli. They do water damage. Boy they really played up the elemental thing here! Altepec is more squishy so take them out from the front. Actually auto did a nice job here using Ularius front and Glarz back with me middle.
- f. Z13F5 - Calixta: Find and defeat Altepec. Glarz sandwich is the key here since you'll need some heals and shields where possible. Save up SP for Altepec boss. He is by himself and rather squishy – my mount took him out one shot.
- g. Z13F6 – Antisuyo: Clear Antisuyo of all enemies. Same enemies here, same team of Glarz sammidge! If Glarz is too squishy by all means use Ularius/Glarz combo.
- h. **Second Dungeon – Uhyuta: Navigate to Copacatil and defeat him!** Another dungeon to use your besties in. Nice.
- i. Z13F7 – Bonampak: Defeat all the enemies in Bonampak. Now we have new enemies Ohco and Tlateochi that do fire damage. Tlateochi hits hard! Also this is a case of getting a 'good board'. I actually had a little trouble here when the first pack was 4 and Tlate would oneshot my glarz. A glarz sandwich and some fortunate events is needed here.

- j. Z13F8 – Tihuacan: Find and defeat Tlateochi. New enemy here actually: Hulocoatl. He's a very annoying healer and we hit a bit of a wall. But as always persistence pays off! I had to try about 10 times and finally got a 'good board' and some lucky deflects from Ularius. I used Ular front, me mid and Glarz back. I had readjusted my stats while trying- increasing speed did NOT work; I ended up with 4642/3041/3264 – you don't want to neglect speed but gimping damage is a bad thing.
 - k. Z13F9 – Huaranga: Clear Huaranga of all enemies. Same enemies here meh. Glarz sammidge worked out better but Ular/Glarz might work for you.
 - l. **Third Dungeon – Kushatan: Push through the temple and defeat Kinixh.** As usual friends run you here. Well yay t14 here we come. I liked how using legs instead of set pieces made t13 go by faster. As mentioned I cleared this with TS 10943 and the stats mentioned above. It definitely wasn't easy but very doable. If you need more TS just get another leg or two. The t13 set is actually good, it'll just take longer to upgrade probably.
14. Zone 14: Southpeak. As I mentioned, going for legs instead of set pieces was overall faster. The leg spear available is just as good. Now for t14 and 15 we're definitely going this route since the raid sets are tank. If you're a tank, then that's great and you might be following a different setup. I've found it easier personally leveling as damage but hey whatever works for you. Well here we go we got a fire spear set from world boss. We are starting with all t14 legs except t13 ring and head. This is a TS of 14483 with stats: 5808/2744/5931. Normally I prefer higher damage but you're going to want high speed here. Also we haven't talked about familiars here so much aside from Glarz. Remmyt is ok but you should think about farming Z1D1 for Penguita. Penguita is a very good legendary damage familiar which isn't too hard to farm. But onto t14 (without Penguita myself but I'm going to start soon!)
- a. Z14F1 – Forsaken Swamp: Clear forsaken swamp of all enemies. Interesting you get 4 slots now for yourself and familiars. We'll go with Glarzdos front, me second, Remmyt third and Glarz back. If Glarz proves to be too squishy we might use Ularius at times. The enemies here are named Amoki and Mushomuno. Mushos are in the back and the damage dealers so you want to take them out first. Amoaki hits the first three enemies which is a tactic we're going to want to watch out for as we clear T14. The spear is excellent for this with it's second ability! Actually auto did a very nice job of these guys for me.
 - b. Z14F2 – Nerrocen Murky Swamp: Find and defeat Nerrocen. Same enemies to start with here and including Nerrocen. He appears to be a healer but no biggie. Just save SP and blow him up :D. This was very very easy.
 - c. Z14F3 – Thick Wetland: Defeat all the enemies in the Wetland. Still dealing with earth damage guys here. Basic strat is build sp, blow up the further dmg guys with 2nd spear ability and use healing/shielding of Glarz and Remmyt as needed.
 - d. **First Dungeon – Asuteng's Marshland: Find and defeat Asuteng.** Yay your friends can carry here as usual.
 - e. Z14F4 – Vast Grasslands: Defeat all the enemies in the Grasslands. Ok here we start with air damage enemies, and these guys hurt. Especially Frathena the guy with the funny head in the back. He needs to die first typically. But also the front guys named Digenia hurt too. In this case I did have a lot of trouble but finally completed using Glarz in front,

me second, Glarz third, Ularius back. I had to swap them all around to spread damage and heal. Also deflects were huge here- I ended up having the enemies kill themselves on my attack when hit brain augments.

- f. Z14F5 – Frathena’s Hill: Find and defeat Frathena. Again the same enemies; not going to lie this wasn’t easy and took several tries and lucky deflects. I went Ularius front, Glarz, me, Glarz back and basically let the enemies kill themselves on deflects along with my spear taking out the back when possible. Also I got one more upgrade so my TS is 14718: 4510/3598/6610. You want higher HP than your bait (Glarz)
 - g. Z14F6 – Green Typhoon Hills: Clear the Hills of all enemies. Yay some new enemies! Rhida is a healer and Digenia who we met already is a dps. Try to take him out since he has lowest hp :D. Rhida actually puts out some crazy heals and Digenia still hurts; but by switching your players around you can spread out damage and take them out. If needed increase your damage stat however I was able to complete the dungeon using the above mentions TS and stats. I also used Glarz front, Remmyt, Me, then Glarz back.
 - h. **Second Dungeon – Thikad Mul’s Wind Hills: Navigate to Thikad Mul and defeat him!**
Mmmkay so your friends can run you here blah blah blah.
 - i. Z14F7 – Icy Desert: Defeat all the enemies in the Icy Desert. Now we have Vurd and Primadur. Prima is the dps that hits the closest three enemies. Being that the back is fairly safe, I went Ularius front, me, Glarz, then Remmyt back. I would switch myself and Remmyt to the back depending on who had the lowest HP until I could shield or heal up. Once you get going and get some SP this actually is a fairly easy dungeon- keep taking out Primadur in the back using your spear’s second ability/Glarz target ability and build up SP on Vurds. Compared with flags 4 and 5 this is a joke.
 - j. Z14F8 – Primadur’s Igloo – Find and defeat Primadur. We now have a new enemy: Bhirkund. He hits the weakest and the back. We also still have Primadur obviously. When you reach him, he’s in the back with two Vurd tanky guys in the front- theyre not big deal- the hardest part of this is getting up to him and being alive. He’s easily taken out then. I had to get one final upgrade and finally completed this with TS 15027 with stats: 5734/2683/6610. Actually these weren’t ideal since my hp was lower than my bait Glarz (which is the whole point of a bait to have lowest HP!) but it worked out. I used Ularius front, Glarz, me, Glarz back.
 - k. Z14F9 – Gelid Wasteland: Clear the Wasteland of all the enemies. Well for the final we’ve got a mix of all the enemies: Vurd, Bhirkund, and Primadur. Again these guys are hard to deal with but you can build up SP and heal on Vurds since they don’t do much. Take out Primadur asap though. Going back to the thought about baits though, I did have to reforge my gear to put my HP back above Glarz. Same TS but stats: 4513/3904/6610. Also I used the same team as the last flag.
 - l. Third Dungeon – Melica’s Glacier: Grit your teeth and defeat Melica. I don’t know about gritting your teeth since you’ve got friends to pwn this for you but Boom! We’re onto t15. I really think using the leg spear set is the way to go- t14 and 15 have tank sets from raid.
15. Zone 15: Fenrir’s Omen - Well we made it here so far. Currently I am level 257 with TS 15749: 5091/3976/6682. I’m def sticking with my thought about going for legendary spears; theyre easy to upgrade and spear is the best weapon in my opinion. They have that hit the furthest enemy

skill and they have high damage. Anyways we're in luck, the leg spear set is in raid so yay we can just farm that! I have all t15 legendries but my offhand is still T14. The tank set from raid is ok if that's your thing but honestly, I think you're going to have trouble getting through the zone-damage is key many times. I haven't talked a lot about raid composition which is definitely something to think about when you're in the game's current end tier; but for now, most people are t17 and can just own the raid for you. Anyways here we go. From the last time I updated I was able to score a legendary accessory and pet. I am level 275 with TS 19935: 8435/5432/6068. Let's go!

- a. Z15F1 – Faeric Mound: Traverse through the mound and defeat all the enemies. I am trying Ularius front, Remmyt, Me then Glarzdos as back bait. Enemies Bitos and Caereni are easily taken down by auto.
- b. Z1F2 – Equos Circle: Find and defeat Equos. We have same enemies from last time but also Equos. He has low HP and seems to be a damage enemy to take out first! I actually wiped on my first attempt with the previous team and I had to go with Glarz front, two Remmyts and me back to clear this. Equos is a boss with Bitos front, Caereni healer mid and Equos back. Take boss out first!
- c. Z15F3 – Deep Hillock: Push through and defeat all the enemies in the hillock. Again same team and same enemies. Remmyt is really great for healing and fast damage.
- d. **First Dungeon – Haefest's Tumuli: Defeat Haefest and link the tumuli.** Dungeon time for your friends to shine :D. Nothing too special here otherwise.
- e. Z15F4 – Fungal Cavern: Find your way out of the Fungal Cavern, defeating all enemies. Now we have new enemies: Tiriro – healer, Anatoli – damage. The same Glarz/Remmyts/you team works very nicely here.
- f. Z15F5 – Anatoli's Homecap: Find and defeat Anatoli. Anatoli again is a damage familiar. He is in the back with enemies Lev (damage) front and Tiriro(healer). Try to take out boss with mount first then blow up the rest.
- g. Z15F6 – Spore Tunnel: Cleanse the spore tunnel of all enemies. Same enemies as before but the packs are big and they do hit Glarz hard. I manual these flags trying to spread out damage by switching Glarz and myself front/back as needs be to stay alive and heal with Remmyts. But it is very doable with this setup.
- h. **Second Dungeon – Baga Baya's Fungal Lawn: Defeat Baga Baya and escape her fungal lawn.** Boom! Let your friends carry you. Nothing else crazy here.
- i. Z15F7 – Gravelord's Fence: Cross the cursed fence and defeat all the enemies guarding it. New enemies Blergh (healer) and Grunturgh (tank). It seems easier to just attack from the front going back to build SP and take out the healers.
- j. Z15F8 – Grunturgh's Mausoleum: Dive into the Mausoleum and defeat Grunturgh. Now we have a new enemy: Lmaorgh. He has low hp but hits hard! Take out fast. This is a boss flag with Grunturgh. He is in the back with two Blergh's in the front. I used Ularius front, Penguita, me, Glarz back. I'm not going to lie, this boss is insanely difficult and made me question whether raid legs were the way to go or whether I should have gone with a WB set like Perkunas or something else; but I finally defeated him by messing with my stats: I reforged everything Strength and speed and reset my stat points to put my hp above Glarz so he remains the lowest hp/weakest and therefore a bait tank. It was close and I had to use rez potion and a super potion actually but I made it! Whew! I got the

mythic offhand even so my TS is 20,692 with stats: 10752/3992/5948. Again there's some debate about Atk vs speed but I've always favored Atk personally. But I do take back my words about being tank and having trouble. Actually for this particular boss you might be the best tank unless you have a great familiar tank. If you're having trouble, don't worry you're not alone!

- k. Z15F9 – Tomb Of The Giants: Find your way through the Dark Tomb of the Giants. And defeat all enemies. Well with my new setup auto worked just fine; same enemies basically as Flag 8.
 - l. **Third Dungeon – Calaveragh's Coffin: Defeat Calaveragh and Cleanse Her Coffin.** You know what I'm going to say right? :D Congratz you made it! That wasn't an easy zone for free 2 play but very possible. And perhaps you had Perkunas WB tank set which is op.
16. Zone 16: Steamfunk City - Well again here we are. I have a big debate here about whether to stick with the leg spear set from raid (easy to get and I like spears). But t15 made me question that choice since Grunturgh was so hard! This tier has a beautiful fire sword set from WB and I just couldn't resist! Currently I'm level 280 with TS 21654 and stats 11522/4088/6088. But we're going to get some gear first. Edit: ok I gave in and had friends help me get the fire sword set. This set is seriously good... but for the purposes of this guide, I'm going to try to move on pretty quick and get to t17 then go with the next raid set. I didn't even fully upgrade this set but to start I'm level 289 and TS 23,589 with stats: 8272/5108/10209. Normally I'm a fan of higher damage but the sword set loves speed!
- a. Z16F1 – Sewer Village: Emerge from the Sewers and Defeat all enemies! Let's see how this goes with Ularius, me, Penguita, Glarz back. Looks like this is all water guys so hey hopefully the fire set will demolish! The enemies are Dabadge and Twinkor. Twinkor is a healer so pwn them! One note is the 4th "red sword" ability named "1 flash barbecue" is overpowered and will take a lot of guys out. I generally build SP until I can use this and unleash :D So just clear all the enemies here easily.
 - b. Z16F2 – Wes Bridg'es Song: Find and Silence Wes. Same team here and almost same enemies except now we have Wes: a damage enemy that hits the closest. Good thing Ularius deflects! Now this is a boss flag and he talks about farting so yea... also im kind of getting hurt here so we might need higher TS to progress but we'll see. The boss fight has Dabadge front, twinkor mid, Wes back. I started with a red sword ability and literally one shot the battle. Behold the epicness of the fire sword set!
 - c. Z16F3 – Bricks Corner: Defeat All Enemies while you try to enjoy your meal. Lol what a funny description. Same enemies, Dabadge, Twinkor and Wes. I actually did not do well with Penguita and subbed in Remmyt. Her heals and damage are just so good but this also tells me we're going to need higher TS to complete this zone. So while I cleared this, we're going to increase our TS before continuing any further.
 - d. **First Dungeon – Gorobot Pipeline: Defeat Gorobot and Open The Steamy Gates!!** As usual we can use high level friends to run you though. As mentioned I took some time to level up so I'm currently level 298 with a TS of 27,429 and stats: 8634/6374/12421. This fully upgraded sword set should last us!
 - e. Z16F4 – New Steamy City: Get Lost In The Steamy City And Defeat All It's Enemies!! Ok here we're going back with Ularius front, me, Penguita, and Glarz back. New enemies

are Bassaux which is tanky and Poiraton which is a dmg familiar in the back. I manually did the dungeon so as to take out the weaker chars as quick as possible but man they do hurt!

- f. Z16F5 – Bassaux Garland: Get Rid Of Bassaux’s Funk. Same enemies here basically. I went with Remmyt instead of Penguita. The heals are nice! Anyway here you are fighting a boss Bassaux. This fight was really easy actually.
 - g. Z16F6 – Yurakucho Street: Defeat All Enemies. We have Vernecilo which is super fast and kept blowing me up. I reforge to have higher speed: 5379/6374/15677. This really helped. I also ran Ularius/me/Glarz/Ularius but I don’t this this was entirely necessary. The bait here definitely gets hit the hardest.
 - h. **Second Dungeon – Crash Trombolini Stage!!** Again time for your friends to run you :D
 - i. Z16F7 – Old Iron Mines: Traverse Through The Mines And Defeat All Enemies. We’re going to run Ularius, me, Remmyt, Glarz back. Now we have some new enemies: Carbonor which hits closes and heals, and Jerry Claypol which hits furthest and does a fair bit of damage! The fire set does a nice job of taking out the weakest enemies though. I’ve heard that some really struggle against Jerry Claypol (as is typical for flag 8) but the fire set attacking the weakest is really handy.
 - j. Z16F8 – Jerry Claypol Tracks: Follow the Tracks and Defeat Jerry Claypol. So it seems we’ll have a boss version of Jerry; again time to test out my theory about how good the fire set is. Here we have a mob named Mechanika which seems to have high hp and tanky so you’ll want to go for the ‘weakest’ or lowest hp Jerry Claypol. The Mechanika’s don’t really do much damage so save up SP. When you finally get to the boss its Jerry in the back with two Carbonor’s in the front. The key here is Jerry hits the back pretty hard and he heals/shields so he’s hard to kill. I ended up doing it with our trusty Ularius sammidge! Ular, me, Glarz, Ular in back and swapping them out. I was able to take out the two front Carbo’s and then mount/red sword Jerry in the back. But this can definitely present a challenge. Anyways time to move on now. **Edit: on another character I had trouble even with the fire set; the augments on my fams aren’t good and Glarz is only +4. I did it with Glarz front, Me second, Frestir and Ularius back for deflects. I used mount and ‘attack the weakest’ attacked followed by direct attacks from Glarz and Frestir to kill Jerry first. Different combos might work for you though!**
 - k. Z16F9 – Kamioka Reservoir: Clear the Reservoir of All Enemies!! Same enemies we’ve been seeing so I went with Ularius, me, Remmyt and Glarz back. This was really easy and I left it on auto. T17 time woo!
 - l. **Third Dungeon – Pomp Drillo’s Tunnel: Reach the End of the Tunnel and Defeat Pomp Drillo!!** Gather your buddies as usual. Gratz on t17 :D
17. Zone 17: Olympian Secret Party. We could go for the El Corvo raid set here as it’s pretty good, but I want to see how far the t16 fire set will take me first actually. Beginning stats are: 6400/6501/15804 for a TS of 28705.
- a. Z17F1 – Stone Anta: The Phony’s Lair Is At Sight! Ok we’ve got enemies Phony and Gorgonia. They both seem to damage and shield. Anyway this was really easy. I ended up manually doing it but no real strat other than to just blow all the enemies up.
 - b. Z17F2 – Gorgonia’s Cella: Clear Your Path to Gorgonia! I thought this was a boss flag at first but it ended up being just to clear all packs of enemies. It was really easy actually.

Same team setup of Ularius, me, Remmyt, Glarz back. Same enemies as F1 but now also Lemes Binner which is a high hp tanky fam.

- c. Z17F3 – Earth’s Adyton: Find Lermes The Butcher and Listen to What He Has to Say! Well now we do have a boss flag. It’s comprised of Phony front, Gorgonia mid, and Lermes back. Your Glarz or bait will get hit pretty hard here so its important to take out the two front enemies asap. This ended up being very easy though!
- d. **First Dungeon – Thanates’s Sanctuary: Fight The Most Emo God That Ever Existed!** Ok lol sure. Again friends can run you here. Let’s see how far we can go with T16 gear...
- e. Z17F4 – Lava’s Paved: Arex Streets Needs A Good Cleaning! Oooh pretty fire! We’ve got Fido which is a damage healer fam and Hest which looks like straight damage. Hest is weaker and should die! Anyway there are I think 6 packs of these enemies so just go around and kill them taking out the weaker Hest in the back when possible. It went easily!
- f. Z17F5 – Pizza’s Oven: Fight Hest For Your Right To Have Pizza! I’m going with my standard: Ularius, me, Remmyt, Glarz back. It seems the front tank gets hit very hard from Hest. If I had better familiars this will go easier for sure but I was able to complete it. I thought this was a ‘boss’ flag but it turned out to be you had to kill all the packs.
- g. Z17F6 – The Hottest Kennel: The Fierce Dog is Waiting For You To Fight! Ugh why’d it have to be dogs? Nobody likes dogs. They just jump on you and lick you. Anyways boss flag now! We now have a new fam named Arex who attacks the weakest or your bait. But the final enemy is Fido. He is in the front, Arex in the middle, and Hest in the back. I’d recommend using a mount first thing to take out the back to front. I think a spear set would be nice here for the hit the back ability but the fire set does a beautiful job! This turned out to be pretty easy and I ended up taking out Hest first, then killed the front then mid last. Whatever works for you!
- h. **Second Dungeon – Thebes’s Peaks Of Fire And Love: Face Thebe’s Warmonger Army!** Again your friends can do the work here. I’m hoping this fire set does carry us all the way though; I’m sure with the right fams it will but let’s see what we can do only using Ularius and Remmyt.
- i. Z17F7 – The Lion’s Liar: Destroy Nemean’s Head Scouts! Lol I c wut u did ther... Same team as usual. We got Nemean in front which is tanky, and Gargarax in back which seems like a healer. This doesn’t look too bad but we’ll see. Yea honestly it was pretty easy to kill all the packs. This fire set is amazing and allows you to build SP while attacking the weakest using the third ability named "Lava Strike" but whichever gear you’re using you can apply the same principle: Attack the weakest first. This flag was easy and more of a dps race than anything it seems.
- j. Z17F8 – Gargarax’s Terrace: Find The Omen Creature Gargarax And Shut His Mouth!! Lol I love these titles. Traditionally F8 was the hardest ‘gear check’ type flag but so far the T16 fire set has made light work of this Zone. In this flag we do have a new enemy named Zonda which seems to hit the back as a damage familiar. In this case when Glarz gets hit hard, switch him with Ularius in the back to spread damage. Anyway the Boss is Gargarax who hits the front pretty hard. He is in the back with two Nemean’s in the front. Try to take him out first using a mount and whatever skills you can. In the end I

used our typical Ularius Sandwich to spread/reflect damage and surprisingly completed this. It looks like we might be able to clear this entire zone with T16 gear hmmm

- k. Z17F9 – Local, Dry and Warm: Don't Let Their Advance Blow You Away!! I'm guessing this is air damage? I went with the usual team of Ularius, me, Remmyt, Glarz back. Glarz gets hit pretty hard. Just clear all the packs here. One was entirely of Nemeans which are tanky and don't hit that hard so it was nice to heal up and build SP in order to complete this flag. I'm the same level and stats as what I started with in the beginning Zone comments.
 - l. **Third Dungeon – High Cloud Shrine: Sack Aelolo's Treasures And Give Him A Beating!**
Lol these titles! Well honestly I didn't appreciate how strong this fire set is that even with moderate to meh familiars I cleared T17 entirely without upgrading anything. But hey no complaints here! For t18 the Aeneas set is amazing and we're going to get it :D
18. Zone 18: Sruxon Attack! We're still level 298 but now starting TS 30409: 7766/6670/15973. Again the Aeneas set from T18 raid is sick so we're going to go for it this time but this fire set is amazing. If you chose to uptier it, that's definitely a solid idea. And now some time later by running T18 raid, we've gotten the full Aeneas set. This set is good. Very good. We also got a Teithyus mythic tank by running Titans World Boss and collecting, Porhius, Krakon and Teithyus schematic. He's a solid front evade tank that should make this a breeze to jump to T19. So here we go! Starting level: 317 with TS 48285 and stats: 8854/10217/29214
- a. Z18F1 – Planet Sruxon's Welcome: Clear Your Landing Zon of All Enemies!! We're now running Teithyus front, Penguita, me, then Glarz back. This seems to be the best setup. We have enemies Maxmax a dmg familiar and Gotapatents a healer. You know what to do here! Actually I just left it on auto and it breezed through. Seriously the Aeneas set is awesome.
 - b. Z18F2 – Rocky Hot Desert: Grab Yourself A Ride And Defeat Gotapatents!! Ok same team setup. There's a new enemy here: Pizzananax. Great thanks, now I'm hungry. Oh wait I'm eating pizza irl lol. No but he's more of a tanky familiar it seems. At first I thought this was a boss flag and manually did it but turns out you just defeat all the enemies. I did this by spamming the 2nd ability in named 'Hattil' which shocks the strongest enemy for 9005-11006 electric damage to save SP. Turns out I just ripped through all the packs lol.
 - c. Z18F3 – Exoplanet Bittersweet Menu: Escape The Factory By Clearing It Of All Enemies!! Well this time it's a lot more clear this is an EZ auto clear all the enemies thing. Except wait a second no it's a boss flag. WHAT IS GOING ON HERE?! No problem Aeneas to the rescue! Also the boss Pizzananax has a point, pineapple pizza is gross. Anyways for the boss it's a Pizzananax in front, Maxmax mid, Gotapatents in back. Let's kill 'em with a mount to take out Gotapatents in the back then work your way forward. That was the plan at least. Aeneas just ripped everyone up before I could even get the SP to do a mount attack lol.
 - d. **First Dungeon – R.A.N Or Die!: Find Robosawa and defeat him in a duel!!**. You know the deal now just let your friends do all the work. You do have friends right? :D
 - e. Z18F4 – Weather Lab Colony: Explore the Lab, Clearing it of Enemies!! Same team as usual. But neato we now have new enemies: Captain Babosha a tank, and Clonatronix9000 a damage fam. I just let Aeneas do it's thing on auto.

- f. Z18F5 – Lutreakara’s Fate: Learn The Horrible Truth And Defeat Captain Babosha. Wow this actually sounds...disturbing... Let’s see what we can find out by looking... Well it’s the same enemies, Capt Babosha and Clona9000. Well again we were surprised. I didn’t see anything to learn. Other than Aeneas defeated all the enemies!!
 - g. Z18F6 – Hydroattack Like An Aquagauch: Defend The Perimeter From All Approaching Enemies!! Sounds like a defeat all enemies so we’ll try auto. Hey there’s a new enemy Krablam. Well it’s possible he was in a previous flag and I just didn’t see him. But no biggie, he doesn’t seem very dangerous. And again they fooled us, this actually is a boss flag. What is up with the flag descriptions in t18?? Anyways it’s a boss Clonatronix9000. He has a Captain Babosha front, Clonatronix9000 boss mid, and Krablam back. Well a mount strike took out Krabby and then the other 2 just crumbled. D’oh well.
 - h. **Second Dungeon – Edibleghs Frenzy Kitchen-Lab: Find the Evil Dr. Ediblegh and Stop It’s Operation.** Time for friends (and fun!).
 - i. Z18F7 – Late Night Brawl: Defeat All Enemies In A Hilarious Fashion. Hmm very interested landscape! We’ve got new enemies: Chooc a front tank, and Colorteebee in the back as a low hp healer. Well nothing too crazy here, auto just does it’s thing. It’s almost too easy now but let’s see: F8 has typically been a key flag that makes or breaks you.
 - j. Z18F8 – Techni-Color Teebee: Cancel ColorTeebee’s Program!! Ok this should be a boss flag. Let’s see if he’s a challenge. Ooh a new enemy: Mooby. Ha I see what they did here! He’s a dmg familiar. I blew through all the packs easily and now onto the boss: Well there’s two Choocs and Colorteebee boss in the back. I thought he wasn’t a big deal until he owned my Glarz bait in the back and wiped me. It seems he hits the weakest and furthest so it’s not a bad idea to keep your bait in the front and tank in the back. Which is what I did, I switched Glarz to the front and basically just spammed the first shock ability which eventually took out the boss and enemies. We should be good for T19 now.
 - k. Z18F9 – Full Dungeon: Defeat All Enemies While Ignoring The Obnoxious Laugh Tracks. Same enemies here and auto took them all out. Somewhat anti-climatic but yay T19! Good job there!
 - l. **Third Dungeon – Washed By The Melvin: Don’t get Washed Over and Defeat Washi!!** Ok well friends will get you through this as usual and yay T19. We are now at the current endgame awaiting t20. But level 317 still with TS 50, 555: 10664/10444/29447. I might adjust my health up for T19 raids so I’m above the bait but we’ll see what comes next. I’m probably also going to just keep the Aeneas set and I guess I’ll work on uptiering for the time being until we see what t20 brings for sets.
19. Z19: Galatic Trials. Well here we are; going to try for endgame t20!. I got a nice mythic pet, Zarli which is pretty sweet so we’ll see if I can get through this with T18 Aeneas set. Actually I uptiered the mainhand to T19 so we’re at TS 52,846: 9039/14999/28808.
- a. Z19F1 – Manan’s Burial Ground: Explore the Burial Ground and defeat all enemies!! The team is Teithyus front tank, Penguita, me, Glarzdos back bait. For enemies we’ve got Geordi a healer and Mananan a dps fam that bleeds. Auto did fine clearing though.
 - b. Z19F2 – Temple Of The Eye: Break Into The Temple And Defeat Sarbrin!! In addition to the same enemies as before we now have Sarbrin which is a dmg and healer fam. Glarz

is getting hit hard! Then there's a boss mob of Sarbrin to beat. Geordi is in front, Mananan mid, and Sarbrin in the back. Sarbrin hits the furthest very hard and should be taken out quickly. It might be of benefit to put Teith in the back actually since the back gets hit hard.

- c. Z19F3 – Reaper Path: Escape The Path Defeating All Enemies!! Putting Glarz in front did not work out well! Teithyus remained in front as I manually did the dungeon but we did it. That being said we might need to wait for more TS.
 - d. **First Dungeon – Tomorian Graveyard: Find Tomor And Defeat Him!!** Well as usual you can use all your friend to carry you!
 - e. Z19F4 – Gladiator Fosseway: Break Through And Defeat All Enemies!! Now we have enemies Nan which is a dmg healer and Tukatuks which seems to be a healer. Auto easily blew through this!
 - f. Z19F5 – Leftraru's Arena: Find and Defeat Leftraru In A Duel!! Same team as before. This seems to be a boss flag, so we're going to manually do this. Now we have Leftraru which is a dps mob. He also can't speak properly apparently lol. But the boss consists of Nan in front, Leftraru mid, and Tukatuks back. In this case I used my mount first but you want to take our Leftraru asap.
 - g. Z19F6 – Gamma Memorial: Break Into The Place And Defeat All Enemies!! Same enemies here for Nany, Left and Tuk so auto took care of it pretty easy.
 - h. **Second Dungeon – Espanior's Coliseum: Find Espanior and Defeat Him!!** Hopefully your friends will help you!
 - i. Z19F7 – Fisherfish Pilgrim's Path: Go Through And Defeat All Enemies!! Now we've got Freh which is a dps mob that shields self; also does Water dmg. This is probably good since Teithyus has strong water resistance 😊! Also Merk is a healer but again water damage so I don't expect a problem. In fact auto took care of this fairly easily.
 - j. Z19F8 – Trix Tribute's Lair: Find and Defeat Coloratrix!! Ahh yes flag 8, typically the hardest boss flag. Same team. Now we have Coloratrix which is a pretty cool shark dude that does water damage. Ha water damage! I told you to get Teithyus! He's also joined by Merk. The boss Coloratrix has two Freh mobs in front and he hits the back HARD! I got one shot until I put Teithyus in back and used Ularius front.
 - k. Z19F9 – Seaidon's Altar: Break Through And Defeat All Enemies!! Well hopefully we finally made it but we'll see. Back to our original team of Teith and Glarz. We have enemies Freh, Coloratrix, and Merk. I had to manual some fights and Glarz died, but we did it!! T20 baby!!
 - l. **Third Dungeon – FisherFish Shrine: Find And Defeat Davidator!!** Once again friends will help you. Final stats - TS 52,849: 9039/14999/28811
20. Z20: Big Claw. After I had hit t20 I didn't do much on this char as I was busy with RL stuff and playing my other accounts. So currently I stuck with uptiering Aeneas (which is a great set) but it's not full t20. I have one more upgrade left and one full piece to uptier. But current stats are: level 351, TS 84038: 15498/19113/49427. I'm not sure if this will be good enough to clear this zone so we might need to stop and upgrade along the way. But here we go!
- a. Z20F1 – Feathered Sanctum: Have a little glance at the true origins of the world by defeating all enemies. My current team is Teithyus front, Penguita 2nd, me 3rd, Glarzdos

back. So we have some new enemies: Moliere which seems to be a healer with low hp and Broky which is a tanky mob with higher HP. Auto cleared all these guys easily!

- b. Z20F2 – Rooster’s Maze: Eliminate Porteriuuz to get the message from the Chicken People. Hmm ok this is a weird story line, I’m not going to lie.. but sure. New enemy here: Porteriuuz which is a low hp dps mob along with the previous mob Broky. Also this is a boss flag where you have to defeat a big Porteriuuz. It consists of Broky front, Moliere mid, Porteriuuz back. I used my mount first and then auto cleaned them all up swiftly. Yay moving on!
- c. Z20F3 – Coop Catacombs: Wipe out the enemies to reveal more about the truth of the world. Same team, same enemies here. Auto EZ. Bleep boop blop.
- d. **First Dungeon – Cluck Pit: Face off Tibourke to clear the zone to keep seeking the unbearable origin story.** You know what I’m going to say by now right? Use your whale friends who already are full t21 on the first day cuz they’re nerds :D
- e. Z20F4 – Bio-Hazard Hatchery: Explore the deeps of the Abyss and wipe out all foes. Ok and new enemies here: Birdsworth which is a dps who damages the closest two enemies and B.R.E.M. which is an electric dmg healer. Again auto cleared everybody easily.
- f. Z20F5 – Aviary Anomaly Annex: Echoes of other people seeking the truth are told by Dr. Newther. Defeat it to know more!! Again this story is really weird this zone but hey points for creativity?? So the new enemy here is Dr. Newther which is a tanky mob hitting the strongest and draining. Also hits the furthest and fastest. So basically everyone in your team will take damage but Aeneas is just so good to heal and dps through all this. In fact we might consider waiting in t20 for a bit to fully upgrade. Anyways this is a boss flag with big Dr. Newther up front, B.R.E.M mid, Birdsworth back. I used my mount first which hit BREM in mid and took half his hp, then auto cleaned up the rest with the Dr in front dying first.
- g. Z20F6 – Genetic Feather Vault: Find more fragments of the chicken people by defeating every foe in your way. That sounds harsh doesn’t it?? Anyway same enemies and auto works nicely.
- h. **Second Dungeon – Avian Post: Have a violent conversation with Dr. Huther to find out more about the “Other People”.** Wow what a description! The last time I had a violent conversation with my doctor was because of billing me twice the national average for an aspirin! I tell you medical people and birds these days... Anyways as usual use your high level friends to run it!
- i. Z20F7 – Henheart Hall: The Other People are scientists! Eliminate all foes to continue the seek for the truth. Boy this story is getting interesting isn’t it?! Anyways new enemies here: Krispy (who looks delicious) as a healer and Cluchick a dps mob with bleeds. Auto blew through this. Now however we come to Flag 8 which is typically the gear check and hardest flag of a zone.
- j. Z20F8 – Beak Breaker Burrows: The chicken people left another secret message. Defeat Gothra Shaman to get the revelation. Again from my main account I actually had trouble with this guy so I already know this might not go so well. But let’s see how the Aeneas set deals with this even though we’re not full t20 uptiered on it even. We have a new enemy Gothra Shaman which is a draining tanky enemy and will be the boss of this flag. The boss fight is Gothra Shaman up front, with two Krispy mobs behind. Indeed my

first attempts using Teithyus, Peng, me, Glarz failed multiple times. I thought I was stuck until... you guessed it—Ularius!! I'm telling you **he is the most underrated fam in the game**. I was able to beat it manually by Ular, Peng, me, Glarz back and manually using my fourth ability from Aeneas named "Thunderstorm" which damaged the furthest mob (healers) and shock the closest enemy (boss). This + Ular deflects won fairly easily though my Glarz and Penguita died. But yay we can move on now!

- k. Z20F9 – Plume Shaman's Sanctum: Peace was never an option! Send to the beyond all foes!! Again who knew violence against chickens was so glorified – except when I order that 20 piece with BBQ sauce from McDonalds?! JK. Ok back to using our Teithyus, Peng, me, Glarz setup. Again we have the same enemies and auto cleared it easily. Yay T21 in sight! Actually though I'm going to hang in 20 for a bit for weekly rewards and finish uptiering Aeneas. The set is just too good.
 - l. Third Dungeon – Roosterville: Cachicken Totem, has a message from the Chicken Ones! Defeat it to get the answers you seek!! Well about a week later I couldn't help myself so here we go T21! Ending stats are TS 93994 with stats: 19439/21,059/53,496.
21. Final thoughts:
- a. Now I've been uptiering Aeneas to T21 since the egg sets are kind meh. Honestly Aeneas is ok, but if you want to be damage then uptier the T20 fire set from raid is best. If you want to be a tank, Witchum is still king imho. But use whatever set or combo you like best or hey go for the Ancient thing if you wanna flex. I hope this guide and my strategies were helpful!