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Hi everyone, lemmingllama here again. It's time for another guide, this time focusing on sets! This guide will help you decide on which set you should invest in, and what sets correspond to what builds. Also, I'll be including all sets in here, not just the mythic ones.

Now before we begin, let's lay out some starting points.

1. Mythic sets are more powerful than legendary sets, and legendary sets are more powerful than rare sets. Of course, the stronger sets are also more expensive. If you want to focus on late game, focus on getting the mythic sets. The relic boost and the unique effects they provide are much more powerful than the others, even if it costs much more to get them. However, the relic boost on mythic sets is additive, which means that after the first two or three sets, it's much less effective than it was prior to patch 3.8. This makes it more important to craft mythics first, and then transition into legendary sets once the mythic relic bonus is less effective. Only invest crafting shards in rares if it allows you to undisputed win a tournament, or the exceptions listed in the crafting order recommendations below.
2. Never craft a set you have already finished. It's always better to spend those shards on a new set and get that set bonus.
3. Always craft a set because of the set bonus, not the equipment types. You will outgrow the equipment eventually, but the set bonuses are permanent boosts.
4. When crafting for sets, it can be worthwhile to spend shards on a mythic set you have already gotten some drops for rather than a set that you may desire more. The relic boost is a huge bonus, and being able to get that bonus sooner will drastically increase your progression.
5. If you have already completed all the sets, try to save up 700 shards. This will allow you to immediately complete the next mythic set when it is released. If you already have all

the sets and over 700 shards, you can look to purchase new equipment to upgrade your existing ones. I would recommend buying legendaries because they are better value. Try to aim for secondary combinations that will benefit you the most, such as a Slash equipment with Portar Chance and All Probability Boost.

6. Unique equipment can't be crafted, and thus we'll ignore them for this guide.

Now with those out of the way, let's begin! If you ever need to consult the equipment bonuses, just go in game and check out your crafting menu.

Set Completion Order Recommendations by Build

For detailed descriptions of the equipment sets, scroll down.

This is just a suggestion based on your main damage source. Feel free to deviate if you prefer some sets over others. For example, the Ancient Warrior set may not be the first set you want to prioritize for a Heavenly Strike or Shadow Clone build if you don't plan on using the Anchoring Shot skill.

Once you start to enchant artifacts, the Celestial Enchanter set will always be the most efficient set, and should be selected over other sets at that time.

Similarly, if you want to change this list to value more long term gains, move Treasure Hunter into the first slot for all builds, and then move down all mythic sets to the next mythic slot in the list. Treasure Hunter is hypothetically the best first mythic set, although it takes a long time to realize any gains and can be less fun to play with as a result.

Pet Builds

1. Ancient Warrior
2. Immaculate Arbiter
3. Treasure Hunter
4. Starcaller Seer
5. Curio Collector
6. Eternal Monk
7. The Fallen Angel
8. Bone Mender
9. Corrupt Emerald Knight
10. Skybound Shepherd
11. Forsaken Battlemage
12. Titan Attacker

13. Titan Crusher
14. Angelic Guardian
15. Cutthroat Razorfist
16. Hidden Viper
17. Noble Fencer
18. Thundering Deity
19. Bronzed Chronomancer
20. Astral Explorer
21. Buntron-XT-7

Clan Ship Builds

1. Ancient Warrior
2. Immaculate Arbiter
3. Treasure Hunter
4. Starcaller Seer
5. Curio Collector
6. Eternal Monk
7. The Fallen Angel
8. Black Knight
9. Ascended Guardian
10. Anniversary Platinum
11. Forsaken Battlemage
12. Titan Attacker
13. Titan Crusher
14. Angelic Guardian
15. Astral Explorer
16. Bone Mender
17. Chief Mechanic
18. Sentinel Hornblower
19. Cutthroat Razorfist
20. Hidden Viper
21. Noble Fencer
22. Thundering Deity
23. Bronzed Chronomancer

Shadow Clone Builds

1. Angelic Guardian
2. Immaculate Arbiter
3. Treasure Hunter
4. Starcaller Seer
5. Curio Collector

6. Eternal Monk
7. Headless Horsemaster
8. Black Knight
9. Ancient Warrior
10. Anniversary Platinum
11. Ruthless Necromancer
12. Ascended Guardian
13. Forsaken Battlemage
14. Titan Attacker
15. Titan Crusher
16. The Fallen Angel
17. Chained Clockwork
18. Cutthroat Razorfist
19. Hidden Viper
20. Noble Fencer
21. Thundering Deity
22. Bronzed Chronomancer
23. Astral Explorer
24. Clockwork Automaton

Heavenly Strike Builds

1. The Fallen Angel
2. Immaculate Arbiter
3. Treasure Hunter
4. Starcaller Seer
5. Curio Collector
6. Black Knight
7. Ascended Guardian
8. Anniversary Platinum
9. Angelic Guardian
10. Forsaken Battlemage
11. Eternal Monk
12. Titan Crusher
13. Fairy King
14. Titan Attacker
15. Noble Fencer
16. Thundering Deity
17. Bronzed Chronomancer
18. Astral Explorer
19. Clockwork Automaton

Dagger Builds

1. The Fallen Angel
2. Immaculate Arbiter
3. Treasure Hunter
4. Starcaller Seer
5. Curio Collector
6. Black Knight
7. Ascended Guardian
8. Anniversary Platinum
9. Angelic Guardian
10. Forsaken Battlemage
11. Eternal Monk
12. Titan Crusher
13. Titan Attacker
14. Noble Fencer
15. Jonalyn, the Deadly Flower
16. Thundering Deity
17. Bronzed Chronomancer
18. Astral Explorer

Gold Gun Builds

1. Angelic Guardian
2. Immaculate Arbiter
3. Treasure Hunter
4. Starcaller Seer
5. Curio Collector
6. Black Knight
7. Ascended Guardian
8. Anniversary Platinum
9. The Fallen Angel
10. Plague Doctor
11. Forsaken Battlemage
12. Titan Attacker
13. Titan Crusher
14. Eclectic Inventor
15. Eternal Monk
16. Cutthroat Razorfist
17. Hidden Viper
18. Noble Fencer
19. Bone Mender
20. Corrupt Emerald Knight

21. Forest Sylph
22. Thundering Deity
23. Bronzed Chronomancer
24. Glorious Mech
25. Astral Explorer
26. Blast General
27. Solar Priest

Silent March Builds

1. Dark Predator
2. Titan Crusher
3. Immaculate Arbiter
4. The Sly Wolf
5. Follow your main damage source's suggestions for the rest.

Clan Raid Players

1. Portal Juggernaut
2. Inspired Lieutenant
3. Starcaller Seer
4. Anniversary Jade
5. Inspiring Captain
6. Cosmic Wanderer
7. Belial, the Fossilized Symbiote
8. Follow your main damage source's suggestions for the rest

Mythics

Ancient Warrior

Ancient Warrior is the best set for farming and pushing power in the game right now. In addition to the 50% relic boost and the universally beneficial War Cry bonus, it also doubles the attack speed of your Shadow Clone, Clan Ship, and Pet. This means that you can both push harder due to the additional attacks and you can farm faster too. More chances to land splash skip attacks, and more Deadly Strike procs when pushing. Even for those builds that don't use these as their damage sources, you can benefit greatly from this set when combining it with Anchoring Shot for lots of extra boss stun and a more consistent damage boost. If you want an immediate boost in power and can't decide on which set to choose, this is where you want to start.

Angelic Guardian

Angelic Guardian is extremely powerful for its farming power. In addition to the relic boost and the Heavenly Strike boost, it also increases your max Stage Skip by 8. This speeds up your regular play by a good amount. Although the damage boost it provides isn't universal, this is definitely an amazing set to complete.

Mechanized Sword

Mechanized Sword is by far the strongest mythic set, but it requires you to be further in the game to realize these benefits. It gives a 2x All Damage boost per mythic set you have completed, and it also reduces the cost of your talents by 25%. This is a great set to eventually complete, but you'll want to focus on it after completing other mythic sets.

Treasure Hunter

Whereas Ancient Warrior provides the greatest boost to farming and pushing power, Treasure Hunter provides the greatest boost to your diamonds and equipment set progression. In addition to the relic boost and the universally beneficial Hand of Midas boost, it also increases the chances of getting a rare, legendary, or mythic equipment drop by 50%. With the estimated drop chances of 6.25% for rares, 1.25% chance for legendaries, and 0.1% chance for mythics and uniques, on average you will receive 34.96 diamonds per day by farming your 20 daily farming equipment. With Treasure Hunter, you will receive 42.44 diamonds per day on average. That may not sound like a big deal, but this is the base case of getting some equipment that we can't use at all. Now, the real kicker here is that Treasure Hunter also helps you finish all your other sets, and you will get more rares, legendaries, and mythics to replace your existing equipment. It may not directly provide as much as any other set, but its ability to complete other sets allows you to save crafting shards and buy more pets, chests, or other nice things. This is a great first set for people who want to see a gradual boost over time, and still a very solid second set for those who are investing.

Dark Predator

Dark Predator has the same relic boost and the almost universal Deadly Strike bonus, but it doesn't top our list for best sets because of its last effect. Dark Predator multiplies your Inactive Sneak Count. Get this if you use Silent March a lot rather than playing actively, otherwise it is a low priority.

Fatal Samurai

Fatal Samurai is a good boost to pushing power, although the bonus is mostly noticeable for people who already own a large number of pets. In addition to the relic boost and the near-universally beneficial Fire Sword bonus (sorry Clan Ship players), it also increases the level of your active pet by 25%. This is notable for pushing because it boosts both a damage and a gold pet, plus you can get additional mana regen and sneak count from Fluffers and Xander respectively. It's a decent set, although I wouldn't prioritize it over something directly relevant to your build.

Ruthless Necromancer

Ruthless Necromancer is arguably the weakest of all the mythic sets right now unless you use Shadow Clone as your main damage source. It has the same standard relic boost, but its 100x spell boost is Shadow Clone, which only helps Shadow Clone builds. Finally, it has an ability associated with it that only benefits Shadow Clone builds. This set increases Shadow Clone chance to Stage Skip, which helps remove one of Shadow Clone's greatest weaknesses of speed. Shadow Clone has a low chance to stage skip unlike every other build, so it is slower as a result without sets like Ruthless Necromancer that helps boost this up. If you have decided that you want to use Shadow Clone as your main damage source for the future, this is a fantastic set to own.

Ironheart, the Crackling Tiger

Ironheart is a mythic set that boosts All Damage per skill point invested in the Warlord skill tree. It also has the standard relic boost and a Warlord boost to increase your All Hero, War Cry, and Clan Ship damage. This is a good set, although I wouldn't prioritize until after you've completed most of the other mythic sets.

Styxsis, the Single Touch

Styxsis is a mythic set that boosts All Damage per skill point invested in the Rogue skill tree. It also has the standard relic boost and a Trickster boost to increase your Deadly Strike, Dagger Damage, and Inactive Gold multipliers. This is a good set, although I wouldn't prioritize until after you've completed most of the other mythic sets.

Ignus, the Volcanic Phoenix

Ignus is a mythic set that boosts All Damage per skill point invested in the Summoner skill tree. It also has the standard relic boost and a Trainer boost to increase your Tap Damage, Fire Sword Damage, and Pet Damage. This is a good set, although I wouldn't prioritize until after you've completed most of the other mythic sets.

Kor, the Whispering Wave

Kor is a mythic set that boosts All Damage per skill point invested in the Sorcerer skill tree. It also has the standard relic boost and a Twilight boost to increase your Shadow Clone Damage, Heavenly Strike Damage, and Hand of Midas Gold. This is a good set, although I wouldn't prioritize until after you've completed most of the other mythic sets.

The Fallen Angel

The Fallen Angel is a mythic set that increases the spell level cap. This makes it fairly strong for damage and gold boosts, but requires a good amount of mana to maximize the effectiveness. However, it also increases your Heavenly Strike titan skip and Shadow Clone special attempts, thus increasing your speed overall for players using Heavenly Strike or Lightning Strike. The large bonus from this set though comes from the Flute of the Soloist type bonus that increases damage per activated spell. Between this bonus and the spell levels, this set gives one of the largest overall damage/gold bonuses out of any set in the game, and it has some built-in speed bonuses as well.

Jonalyn, the Deadly Flower

Jonalyn is a mythic set that is focused solely around Dagger builds. In addition to the standard relic bonus, it gives two bonuses related to the Blade Stream spell. One is Blade Cyclone Damage, increasing the damage dealt when you aim well and trigger a Blade Cyclone. The other is increasing your Target Stage Skip, which gives an extra +1 stage per target you hit. This will generally act as +1 or +2 stage skip, but can go up to +8 when using Blade Cyclone or for very amazingly aimed Daggers. Overall, not a priority, and only particularly useful for Dagger builds.

Shae, the Radiant Beacon

Shae is a mythic set that boosts All Damage per skill point invested in the Knight skill tree. It also has the standard relic boost and a Paladin Boost to increase your Tap Damage, Heavenly Strike Damage, and Fairy Gold. This is a good set, although I wouldn't prioritize it until after you've completed most of your other mythic sets.

Rygal, the Brilliant Engineer

Rygal is a mythic set that boosts All Damage per skill point invested in the Alchemist skill tree. It also has the standard relic boost and an Alchemist Boost to increase your All Gold and Gold Gun Damage. This is a good set, although I wouldn't prioritize it until after you've completed most of your other mythic sets.

Belial, the Fossilized Symbiote

Belial is a mythic set that decreases the raid XP needed to level up your Raid Level. This generally will end up giving about a 4% increase in raid damage overall. It also has the standard prestige relic bonus and an All Damage boost for each raid card you own. Overall not as high priority as cheaper raiding sets like Anniversary Jade and Inspired Lieutenant, but still a nice set to craft if you are focused on raiding.

The Great Traveller

The Great Traveller is a mythic set that's themed around Transcendence, and isn't particularly special until you've reached stage 180,000 or above. It has a generic All Damage per Max Stage bonus that is nice, but the All Damage per Monument Owned and especially the Prestige Memento bonus are very important to help smooth out progression in Transcendence. One of the last sets you should craft, but you'll likely own this before you ever enter Transcendence.

Dragon Weaver

Dragon Weaver is a mythic set that boosts the effectiveness of your clan scrolls. The more scrolls you have, the stronger this set is. You likely will not want to prioritize this early on, but it will be extremely potent in terms of power as you collect more scrolls.

Legendaries

Curio Collector

Curio Collector is a very nice set to get. It increases your Unique equipment drop chance by 1.5x, which helps you complete your Unique equipment sets and gain additional diamonds. Additionally, all Unique equipment drops will be undiscovered Uniques, which further helps ensure you can fill out your Uniques. Lastly, it gives an All Damage bonus for each Unique set you've completed. A nice set to have.

Starcaller Seer

Starcaller Seer is a very strong set. It increases your daily limit of Titan Souls, which for players with 30+ days played or 100,000+ max stage will give a good boost of power each day. Additionally, it increases your damage for each Necrobear Research Level you have, making the titan souls and diamonds you spend even more valuable. Overall a very strong set to focus on completing.

Solar Priest

Solar Priest is an automation set, where it automatically triggers Heart of Gold when it is available. It also has a nice Pet Skill Damage per Day bonus to boost your Flash Zip and Lightning Burst Damage. Nice for Pet builds, and also useful for lazy Heart of Gold and Gold Gun builds too.

Blast General

Blast General is an automation set, where it automatically triggers Golden Missile when it is available. It also has a nice Cannon Damage per Day bonus to boost your Clan Ship and Gold Gun Damage. Very convenient for Gold Gun players.

Portal Juggernaut

Portal Juggernaut is a raid themed set. It increases your Raid Base Damage, adding to the 100 + Raid Level + Raid Research bonuses. This is a massive increase for newer players, while still remaining relevant for older players. Additionally, it increases the random card fragments you get from solo raids, helping you scale up in power over time. This is one of the best raid sets you can craft.

Glorious Mech

Glorious Mech is an automation set, where it automatically triggers Magnum Opus when it is available. It also has a nice Critical Damage per Day bonus that scales up in power over time. This is decent for all builds, but the automation only benefits players using a Gold Gun build.

Devil's Advocate

Devil's Advocate is an automation set, where it automatically triggers Forbidden Contract and Royal Contract when they are available. It also has a nice Jackpot Gold per Day bonus that

scales up in power over time. This is decent for all builds, especially if you want the quality of life from the additional automation.

Soul Catcher

Soul Catcher is a set that increases your Titan Soul Capture Chance, which helps you collect your titan souls more easily in a day. This effect is less useful once you have unlocked sufficient Titan Soul Capture bonuses from your Forbidden Research Tree. Additionally, it has a scaling All Damage per Day bonus to help increase your damage over time. A nice set to have, but not particularly important.

Clockwork Automaton

Clockwork Automaton is a set that scales in power with each new day, having a Fairy Gold per Day bonus that will increase over time. Additionally, it will automatically activate your Twilight Fairies when they are on-screen, helping save your taps. This is a decent set for Fairy builds, Shadow Clone builds, and Heavenly Strike builds.

Gloomhoard Devourer

Gloomhoard Devourer is a set that scales in power with each new day, having All Gold per Day and Twilight Damage per Day (Shadow Clone Damage and Heavenly Strike Damage) bonuses that will increase over time. This is decent for all builds, but especially for Shadow Clone and Heavenly Strike builds.

Buntron-XT-7

Buntron is an automation set, where it automatically triggers Flash Zip when it is available. It also has a scaling Pet Damage bonus for each additional day. This is only useful if you play Pet build, but a nice set to have for Pet players.

Astral Explorer

Astral Explorer is an automation set, where it automatically triggers Astral Awakening, Coordinated Offensive, and Thunder Volley when they are available. It also has an All Gold per Card Level bonus, but realistically for players who want to tap less, this is an amazing set for the quality of life the automation gives.

Earthen Shepherd

Earthen Shepherd improves your Heart of Gold and all gold sources via a Legacy Pet Gold bonus. It's a nice set, but not a priority over stronger options.

Sentinel Hornblower

Sentinel Hornblower helps speed up your Coordinated Offensive attack rate, allowing for the clan mate summoned by Coordinated Offensive to defeat titans faster than before. Additionally, it raises up your Clan Ship Damage. Overall a useful set for damage and speed for Clan Ship builds, and useless for all other builds.

Anniversary Aquamarine

Anniversary Aquamarine boosts all your spells when you have a Mana Potion perk active, which gives a damage/gold bonus to a perk that previously was mostly unnecessary. This is a decent damage bonus overall. Additionally, it raises your Manni Mana chance, which is nice if you use Manni Mana as a mana source.

Wild Clawmaster

Wild Clawmaster boosts your All Damage for each consecutive login day. This is strong, but if you miss a day, it may take some time to get back to your previous damage. Additionally, it boosts your Multiple Titan Chance, helping make builds like Multiple Titan Chesterson and Manni Mana more consistent. Generally a decent set.

Spell Summoner

Spell Summoner boosts your All Spell Effects per relic booster, which is a nice bonus to damage and gold that slowly scales as you prestige more. Additionally, it increases your Sprout Chance, helping increase the consistency of your Sprouting Salts skill. This is a nice set, but not a high priority over other options.

Perk Privateer

Perk Privateer boosts your All Damage per lifetime perk used, and also unlocks a fourth stack of perks to be usable. This is strong in terms of damage and generally amplifying all perk effects, but since it only gives damage unless you're using four of a single perk, this typically isn't very high priority unless you have lots of stacked perks for use.

Elysian Guardian

Elysian Guardian is a decent set that offers damage and gold bonuses. It has an All Damage bonus per Clan Scroll you own, and boosts your All Gold per active spell. Overall, a nice set to have, but nothing special.

Midas' Champion

Midas' Champion is a nice set for people who use the Make it Rain perk, as you get your heroes upgraded a little bit faster. The All Gold bonus is generally nice too, but this is mostly a quality of life set and doesn't drastically impact how you play the game.

Fortunate Weaponmaster

Fortunate Weaponmaster is a generally strong set, but also only gives more damage. It has an All Damage bonus per Hero Weapon you own, and boosts the damage of your equipment secondaries for your Sword and Helmet equipment. Overall, a nice set to have, but nothing special.

Scribble Demon

Scribble Demon is an equipment set tied to the Forbidden Contract and Royal Contract skills. It both increases the effects of Forbidden Contract and Royal Contract, as well as reduces the cooldowns between activations. Overall, it's a nice set to have if you are using the contract skills, but not a priority over some other options.

Draconic Doombringer

Draconic Doombringer has some nice damage bonuses, with a boost to Doom Damage that is only active when the Doom perk has been used, and a boost to Deadly Strike Damage. While decent for damage, the reliance on perks can make this set less of a priority compared to more permanent bonuses.

Skillful Trickster

Skillful Trickster gives a nice boost to damage and gold, with an All Damage boost per skill point you own and a Jackpot Gold bonus. Overall, a nice set to have, but nothing special.

Lucky Fox Saint

Lucky Fox Saint is a good boost to pushing power, although the bonus is mostly noticeable for people who already own a large number of pets. It increases the level of your active pet by 10%. This is notable for pushing because it boosts both a damage and a gold pet, plus you can get additional mana regen and sneak count from Fluffers and Xander respectively. Definitely one of the better sets, although I wouldn't prioritize it over something directly relevant to your build.

Plague Doctor

Plague Doctor increases the normal mode of Gold Gun's fire rate by 1.4x. This can help you collect charge for your Magnum Opus faster by being able to defeat titans without needing to rely on a different damage source. Additionally, the set gives a boost to your Helmet equipment. Not a priority set other than for Gold Gun builds.

Ascended Guardian

Ascended Guardian increases all titan skip by 10%, which is similar to saying that you can defeat stages in fewer hits. This set is absolutely amazing at speeding up farming runs. It also gives a good boost to All Damage based on how many times you've prestiged.

Headless Horsemaster

The Headless Horsemaster set increases your Shadow Clone Stage Skip when Deadly Strike is active, giving a significant speed boost for Shadow Clone players. Also, it increases your Shadow Clone Damage when Deadly Strike is active. Great for Shadow Clone players, useless for every other build.

Skywing Skirmisher

The Skywing Skirmisher set increases your Slash Primary Effect, giving a nice boost to damage for all builds. However, the real effect is the increase in relic boosters you earn each prestige, allowing for more relics after a prestige. This only affects prestiges after you craft it, so crafting it early can be beneficial.

Sunset City Slinger

The Sunset City Slinger set increases your Clan Ship Damage and Aura Primary Effect. It's a nice damage boost, but not a high priority compared to other alternatives.

Bronzed Chronomancer

The Bronzed Chronomancer set increases the duration of special titan effects, such as Snap, Chesterson, and Hayst. This is most impactful for Snap as it allows for greater splash overall, but also is a boon for players who use Chesterson as their main gold source to increase consistency. Additionally, it gives a boost to Non-Boss Damage to help defeat those special titans.

Drip Witch

The Drip Witch set increases your Manni Mana mana, making it a stronger mana source by far than Mana Siphon, although a less consistent one. Also, it gives a Mystic boost, increasing your Aura effect and Mage Hero damage. Only really useful to get if you play a Manni Mana build.

Cosmic Wanderer

The Cosmic Wanderer set increases your damage for each solo raid world you have completed. Additionally, you receive a multiplier to all Solo Raid damage dealt. This is a good set as it'll help you progress a couple worlds deeper into Solo Raids while also giving a strong boost to damage. The deeper you are into Solo Raids, the more valuable this set becomes.

Wondrous Forgemaster

The Wondrous Forgemaster set increases your damage for each equipment set you own. This makes the set very strong when you own a lot of equipment sets, but lower priority when you're first starting out playing. Additionally, it boosts your Sword's Primary Bonus. Overall a very strong set, but you have to own a lot of the other sets to maximize its effect.

Titan Crusher

The Titan Crusher set increases your Titan Slayer Damage, raising your All Damage and Critical Damage. Additionally, it reduces your titans per stage, allowing for easier skipping and speeding up your Silent March. This set is very good!

Forest Sylph

The Forest Sylph set increases your All Damage per enchantment, which ends up just being a small All Damage bonus that will slowly increase in power as more enchantments are added to the game. The special bonus that really helps is the Fairy Cooldown Reduction, which helps you see more fairies. This can help you collect all your diamond fairies faster, as well as increases the consistency of free spell activations and fairy gold drops. This mostly ends up being a quality of life equipment set, but it can be very nice to have.

Giga-Golem

The Giga-Golem set increases your Alchemist Boost, giving additional All Gold and Gold Gun Damage. However, the special bonus is that it allows the Sprout titan to increase your active spell durations when a Sprout is defeated. This makes it very nice for maintaining your spells, especially with high investments in the Sprouting Salts skill. If you haven't invested in Sprouting Salts, this set is not a priority.

Inspired Lieutenant

The Inspired Lieutenant set increases your Clan Loyalty level by two as long as you have at least one Clan Loyalty level. This overall results in roughly a 4% increase in All Raid Damage. It also gives Armor Boost for a bit of extra gold. Overall this set is very good for players focused on Clan Raids, but otherwise it's just a nice bit of power.

Corrupted Sword Master

The Corrupted Sword Master set increases your All Damage based on the total number of lifetime Abyssal Tournaments you've joined, and increases your All Damage based on your maximum mana capacity. Both of these bonuses are additive, so it's a nice bonus to join more Abyssal Tournaments and get more mana capacity, but not specifically required. Also, the set name will change to copy your name, which makes it fun to see.

Fairy King

The Fairy King set increases your Twilight Fairies Damage, and also increases the number of Twilight Fairies that spawn. This is good for Shadow Clone and Heavenly Strike builds, but you only really need to prioritize this for Heavenly Strike builds as the Twilight Fairy attacks deal Heavenly Strike Damage.

Eclectic Inventor

The Eclectic Inventor set increases your Gold Gun Damage, and also increases the duration of your Magnum Opus. This helps maintain Magnum Opus for longer and thus speeds up how fast you can progress when using a Gold Gun build. Overall a nice boost for Gold Gun, but useless for other builds.

Chief Mechanic

The Chief Mechanic set increases your Thunder Ship Damage, and also decreases the number of Clan Ship shots it takes to fire a Thunder Volley. Overall a nice speed boost for Clan Ship builds, but useless for other builds.

Skybound Shepherd

The Skybound Shepherd set gives a boost to your Pet Damage and Dual Zip Stage Skip. This is an ok boost to speed and damage to Pet builds, but don't help any other build. Since most of Pet build's speed comes from the Dual Burst and Lightning Burst attacks, Dual Zip Stage Skip isn't as high priority to unlock.

Twilight Templar

The Twilight Templar set decreases the cost to level up the Mystical Impact talent, giving you additional Critical Damage. Additionally, it has a Twilight Damage bonus, which increases your Shadow Clone and Heavenly Strike damage.

Cutthroat Razorfist

The Cutthroat Razorlist set increases the number of skipped stages your Cloaking will give. This is a great set to pair with the Hidden Viper set to help you get the most out of the Cloaking skill. It also offers a Dagger Damage bonus, which is nice for players who use Dagger builds.

Inspiring Captain

The Inspiring Captain set increases the amount of Clan Morale you can collect in a day. This allows you to deal more raid damage, and also helps make you more desirable when you want to join higher level clans. Additionally, it also comes with a War Cry Damage bonus, which offers some nice additional damage bonuses.

Forsaken Battlemage

The Forsaken Battlemage set increases your maximum spell multi-cast amount, which means you can multi-cast your spells more for more overall damage and speed. In addition to this, it also reduces your multi-cast mana cost, allowing you to multi-cast more easily. This is a very strong set for players who have sufficient mana, and it drastically increases the efficiency of the multi-cast skills as well. Definitely something to get once mana stops being as much of a concern.

Savage Pyromancer

The Savage Pyromancer set increases your Fire Sword Damage, which is nice for Pet, Shadow Clone, and Heavenly Strike builds. It also improves your Inspired Hero Damage, which is basically just a War Cry boost that gets a bit better when you have a higher level in the Heroic Might skill so you have more inspired heroes to be boosted. Overall, not a high priority as it only gives damage.

Immaculate Arbiter

The Immaculate Arbiter set increases your Sorcerer boost, which gives you more Heavenly Strike Damage, Shadow Clone Damage, and Hand of Midas Gold. However, the big boost lies in the Relic Boost, which makes this set one of the most efficient legendary sets in the game. It's also a multiplicative relic bonus, so it won't get weaker as you unlock more mythic sets. Definitely a high priority to unlock.

Spartan Champion

The Spartan Champion set increases your Tap Damage when you are actively tapping similar to the Barbaric Fury skill, and also your Armor Boost and Ground Hero Damage. The set is useful, but it's mostly just damage. This set is not as high priority as other sets.

Anniversary Jade

The Anniversary Jade set increases your All Raid Damage, thus allowing you to do more damage in clan raids and solo raids. This is a great set since it helps out your clan to allow you to gain more clan XP, dust, clan scrolls, cards, and it also lets you get more of those yourself through solo raids. It also has a damage bonus per card level similar to Evergrowing Stack. This is an amazing set for players who focus more on raids than the main gameplay progression, but it's not a high priority compared to other sets for the main gameplay.

Black Knight

The Black Knight set increases your max stage skip by 4. This speeds up your regular play by a good amount. Additionally, it offers a Duelist boost that increases your Sword Primary Boost and your Warrior Hero Damage for a bit of extra damage. This is one of the best equipment sets in the game.

Beast Rancher

The Beast Rancher set increases your Pet XP when completing Pet Quests. This averages roughly 3-4 experience per pet you send on quests, or roughly one extra pet egg every 2ish days. Additionally, it has a Knight boost to increase your Tap Damage, Pet Damage, and Fire Sword Damage. This is a nice set to have since it increases your resource gain over time, but it's not as high priority as some other sets.

Golden Monarch

The Golden Monarch set increases your Hand of Midas Duration, which is very useful as it has the least number of ways to increase the duration otherwise. Additionally, it gives a boost to your All Gold per legendary set completed, which makes this incredibly efficient for late game players.

Reckless Firepower

The Reckless Firepower set gives bonus taps per second when you are tapping, similar to how Barbaric Fury functions. This means that you need to be tapping to receive the bonus taps. Additionally, it gives a Warlord Boost for some All Hero Damage, War Cry, and Clan Ship Damage boosts. Overall, this set isn't a huge priority, since it doesn't really change how you play in any way.

Azure Knight

The Azure Knight set gives a multiplier to all mana income, whether it's from your passive mana regeneration or from a skill like Manni Mana or Mana Siphon. This makes it easier to activate your spells, and it also allows builds like Heavenly Strike to invest less in mana skills to function. The set also gives a boost to Heavenly Strike damage.

Hidden Viper

The Hidden Viper set gives an additive boost to your Cloaked Skip, which works with the Cloaking skill in the Rogue tree to help increase speeds. Additionally, it gives a Rogue Boost for some Deadly Strike and Deadly Strike Damage bonuses. Definitely a good set if you are using Cloaking, but otherwise it's not too useful.

Nimble Hunter

The Nimble Hunter set gives a boost to your All Spell Duration, making your spells last longer and reducing the amount of mana you need to use. This also allows players to be lazier, which is definitely nice. Also, the Marksman Boost gives a bonus to Ranger Hero Damage and Slash Equipment, which is a nice bonus for damage for all builds.

Anniversary Diamond

The Anniversary Diamond set is basically just a drastically better Anniversary Gold set for later game players. It gives an All Damage boost for each legendary set you have fully unlocked, and a boost to gold for each Sword Master level you have. Fantastic set for late game players, but it doesn't change how you play the game at all other than making the Sword Master levels actually meaningful in the late game.

Bone Mender

The Bone Mender set reduces the cooldowns of Lightning Burst, Heart of Gold, Flash Zip, and Coordinated Offensive. This makes it very useful for speeding up your Pet farming speeds, but it's still useful for all builds that use Anchoring Shot too by being able to use Coordinated Offensive more. Other than that, it also gives Multiple Fairy Spawn Chance, which is useful for more free spells.

Celestial Enchanter

The Celestial Enchanter set gives a boost to your artifact enchantment boosts, and gives a bonus to damage per owned artifact. While this set is extremely efficient for endgame players due to the damage it gives, it is not a priority set for most players until you can start enchanting artifacts. The fact that it doubles the Book of Shadows enchantment makes it incredibly efficient for farming.

Noble Fencer

The Noble Fencer set gives a nice bonus to Titan Skip to help speed up prestiges, and also has a Specialty Gold bonus for Fairy Gold and Heart of Gold. It's a nice set, although lower priority than sets like Ascended Guardian and Anniversary Platinum that give larger titan skip bonuses.

Thundering Deity

The Thundering Deity set allows us to have two Snap stacks active at once. This lets you stack the 10% titan reduction twice. This can drastically speed up prestiges for people with low amounts of Titan Skip. This set also gives some bonus Snap chance to help keep those Snap stacks active.

Eternal Monk

The Eternal Monk set increases your Portar spawn chance and has the unique effect of increasing Portar's stage skip, which will allow you to farm faster. This is good for all players, and should be one of the priority sets to complete.

Shadow Disciple

The Shadow Disciple set gives a boost to your Deadly Strike and Dagger Damage, plus also boosting your Multiple Titan Chance. This also adds an additional level of consistency for players who use Ambush to speed up their runs. The chance is also excellent for people who use multiple titan Chesterson as their main gold source or Manni Mana as their main mana source.

Anniversary Platinum

Ascended Guardian increases all titan skip by 10%, which is similar to saying that you can defeat stages in fewer hits. This set is absolutely amazing at speeding up farming runs. It also gives a good boost to Companion Damage, which boosts your Shadow Clone, Pet, and Clan Ship Damages.

Defiant Spellslinger

The Defiant Spellslinger set gives a boost to your Shadow Clone, Heavenly Strike, and Hand of Midas spells, plus it also gives a percentage of your spent mana back when you activate a spell. This is good for all builds, but especially for Shadow Clone and Heavenly Strike due to the higher damage and their high mana needs.

Titan Attacker

Titan Attacker reduces the delay between titan spawns by 10%, and also gives a bonus to Fundamental Damage to boost your Tap Damage and All Hero Damage. This is a priority to get because it speeds up how fast you can farm. Just to note, the titan spawn delay reduction is multiplicative with Adrenaline Rush, so instead of just getting a 65% decrease from Adrenaline Rush, it will be a 68.5% reduced delay.

Frost Warden

The Frost Warden set gives a boost to your All Hero, Clan Ship, and War Cry damages, plus also boosting your Chesterson Chance. This is great for players who use all builds, and it especially helps players who use Chesterson Gold as their main gold source.

Chained Clockwork

Chained Clockwork increases your Shadow Clone damage, and it increases the number of special attempts that your Shadow Clone does each second. This helps increase the amount of mana that Mana Siphon can give you, the speed that your Lightning Strike will reduce the health of a titan, and how often your Nightmare Puppeteer will proc to boost your Shadow Clone Damage. Not necessarily a priority to get if you don't use Shadow Clone, Mana Siphon, or Lightning Strike, but still a useful set bonus.

Captain Titan

Captain Titan gives a boost to your Tap, Fire Sword, and Pet damages, plus also boosting your Critical Chance. Not a huge priority to complete.

Amazon Princess

Amazon Princess boosts each of your equipment, giving a good bonus to pushing power. Additionally, it boosts your Multiple Titan Gold. Not really a priority to unlock.

The Sly Wolf

The Sly Wolf is a decent set for inactive players. This set gives a boost to Inactive Sneak Count, helping increase speeds. Also, it has an additional Critical Damage bonus. If you don't use Silent March much, this isn't as impactful.

Corrupt Emerald Knight

Corrupt Emerald Knight boosts each of your pets that gives a damage boost, giving a good bonus to pushing power. However, that's not what makes it special. In addition to the universally powerful damage bonus, it also reduces the cooldowns of Lightning Burst, Flash Zip, and Heart of Gold by 10%. This is a huge quality of life boost for players who use Heart of Gold as their gold source, and Pet players can get some serious speed when chaining together Lightning Bursts. Especially good for Pet players, but still useful as a set for anyone.

Dragon Slayer

Dragon Slayer boosts each of your spells, giving additional damage and gold to each build. Additionally, it increases your maximum mana by 50, allowing you to use those spells more often. Very useful, especially if you want enough mana to cast all level 30 spells at once.

Anniversary Gold

Anniversary Gold gives All Damage and All Gold. Useful for literally everything, but doesn't change how you play the game at all.

Rares

They all just give damage. Get the sets that boost your main damage type, but rares are common enough I wouldn't bother spending any crafting shards on these. With the new Blacksmith Fairy, new players will also quickly be able to complete the rare equipment sets for free.

Events

Just to note, you can only get an event set during its corresponding event. If you missed one, you can get it next year when they run the same event. Look forward to it!

The Heartbreaker/Sweets and Treats

These are the only event sets I'm going to talk about, and that's because the Multiple Fairy Chance gives a boost that helps you get more free spells from your fairies. This is fabulous to newer players who need the mana, and especially for Fairy Heavenly Strike players who want to farm faster. The other event sets just give damage or gold.

I would love to hear your thoughts on the different sets. If you see anything that I didn't mention, let me know and I'll update the guide. Happy Tapping!

Change Log

Patch Number and Change Number	Comments
2.8.3	Introduced Guide
2.9.2	Added Angelic Warrior and Amazon Warrior
2.9.5	Fixed names of Angelic Guardian and Amazon Princess. Added Captain Titan. Fixed Captain Titan description
2.10.1	Added Chained Clockwork and Fatal Samurai. Updated Ruthless Necromancer to reflect the new passive.
2.10.1.Edit.2	Added Frost Warden.
2.10.3	Updated starting points to add more crafting suggestions.
2.10.3.Edit.2	Added crafting orders
2.11.0	Added in Titan Attacker
2.11.2	Added in Defiant Spellslinger
2.12.0	Added in Mechanized Sword and Anniversary Platinum
2.12.2	Added in Eternal Monk, updated Titan Attacker description. Removed Defiant Spellslinger from Shadow Clone due to discussions.
3.0.0	Updated terminology in legendary section. Added Thundering Deity. Updated Fatal Samurai and Mechanized Sword. Updated footnote text
3.1.1	Put a note about Mechanized Sword efficiency for Pet and Clan Ship builds. Updated Thundering Deity set.
3.2.0	Added Noble Fencer. Updated Mechanized Sword efficiency due to Noble Fencer being so high in the ordering.
3.2.4	Swapped Titan Attacker and Anniversary Platinum for SC
3.3.0	Added Celestial Enchanter

3.4.0	Added Bone Mender
3.6.0	Added Anniversary Diamond
3.7.0	Added Nimble Hunter and Sweets and Treats. Moved crafting recommendations to the top
3.8.0	Added Hidden Viper. Changed all crafting recommendations due to the additive mythic bonuses
3.9.0	Added Ironheart, the Crackling Tiger
3.10.0	Added Azure Knight and Styxis, the Single Touch
3.11.0	Added Reckless Firepower and Ignus, the Volcanic Phoenix
3.12.0	Added Kor, the Whispering Wave and Golden Monarch
3.13.0	Added Beast Rancher
3.14.0	Added Black Knight
3.15.0	Added The Fallen Angel and Anniversary Jade
5.0.0	Added Spartan Champion. Updated Ruthless Necromancer
5.1.0	Added Immaculate Arbiter. Fixed Chained Clockwork's placement in the Heavenly Strike crafting order
5.2.0	Added Savage Pyromancer
5.3.0	Updated terminology. Added Forsaken Battlemage. Added Ironheart to CS recommendations and Ignus to Pet recommendations.
5.4.0	Added Inspiring Captain
5.5.0	Added Dagger recommendations. Added Cutthroat Razorfish.
5.6.0	Added Twilight Templar
5.7.0	Added Skybound Shepherd. Updated Kor/Ignus/Styxis. Updated Pet crafting order.
5.8.0	Added Jonalyn, the Deadly Flower and Chief Mechanic. Updated Clan Ship and Dagger crafting order
5.9.0	Added Shae, the Radiant Beacon and Eclectic Inventor. Updated Heavenly Strike crafting order. Added Gold Gun crafting order.
5.10.0	Updated Shadow Clone and Heavenly Strike crafting order. Updated Chained Clockwork description. Added Fairy King
5.11.0	Added Corrupted Sword Master

5.12.0	Added Rygal, the Brilliant Engineer and Inspired Lieutenant. Fixed Heart of Gold naming
5.13.0	Added Giga-Golem
5.14.0	Added Forest Slyph and mentioned Blacksmith fairy.
5.15.0	Added Titan Crusher
5.16.0	Added Wondrous Forgemaster
5.17.0	Added Cosmic Wanderer. Changed unlock order of mythic sets for Shadow Clone.
5.18.0	Added Drip Witch. Updated Captain Titan and Amazon Princess sets.
5.19.0	Added Bronzed Chronomancer. Updated Noble Fencer, Inspired Lieutenant, and Thundering Deity. Modified crafting order for all builds.
5.20.0	Added Belial, the Fossilized Symbiote and Sunset City Slinger. Removed Thundering Deity and Bronzed Chronomancer from recommended crafting orders.
5.21.0	Added Skywing Skirmisher. Adjusted all crafting orders
5.22.0	Added Headless Horsemaster. Added reworked The Sly Wolf and Hidden Viper.
5.23.0	Added Ascended Guardian. Adjusted all crafting orders
5.24.0	Added Plague Doctor. Adjusted Gold Gun crafting order.
5.25.0	Added Lucky Fox Saint
5.26.0	Added Skillful Trickster. Removed Mechanized Sword, Titan Crusher, Anniversary Platinum, and Ascended Guardian from most set recommendations.
5.27.0	Added Draconic Doombringer
5.28.0	Added Scribble Demon
5.29.0	Added Fortunate Weaponmaster
5.30.0	Added Midas' Champion
6.0.0	Added Elysian Guardian. Updated all recommendations and sets with the new skip values.
6.1.0	Added Perk Privateer

6.2.0	Added Spell Summoner and mentions about unique equipment. Changed +1 to tier 4 mythic sets to new bonuses. Updated Treasure Hunter math
6.3.0	Added Wild Clawmaster
6.4.0	Added Anniversary Aquamarine
6.5.0	Added Sentinel Hornblower. Updated Clan Ship recommendations. Changed hero scrolls into clan scrolls.
6.6.0	Added Earthen Shepherd
6.7.0	Added Astral Explorer and The Great Traveller. Updated pet swapping text
6.8.0	Added Buntron-XT-7
6.9.0	Added Gloomhoard Devourer
6.10.0	Added Elixir Slinger
6.11.0	Added Clockwork Automaton
7.0.0	Added Soul Catcher
7.1.0	Added Devil's Advocate
7.2.0	Added Glorious Mech
7.3.0	Added Portal Juggernaut. Moved guide to Google Docs due to Reddit character limits
7.4.0	Added Blast General, Dragon Weaver, Solar Priest, and Starcaller Seer. Updated recommendations to prioritize Treasure Hunter sooner.
7.5.0	Added Curio Collector