

The “Fall of the Dragon” event gives you Beth (or Malinda if you want the silly unnecessary English translated name), a unique event character that you can customize into whatever element you want. She also has 3 different types: balance, attack, and defense. Each type has its own unique skill set. In order to raise Beth the way you want her to, you need to feed her fruits. On the event screen, you will see 3 different meters: spirit, vitality, and temper. The value of each meter affects what type and element Beth will change into. This guide will go over what each type of Beth does as well as how to change Beth into your desired type and element.

The Three Types of Beth

As stated earlier, Beth can be either be balance, attack, or defense type. When you first receive Beth, she will be a Dark balance type. When you change her after feeding her she will become either an attack or defense type. All 3 types have a few similarities. They all have a support ability that gives Beth 10% ougi/charge bar at the start of battle if Vampy (or Vania if you want the silly unnecessary English translated name) is in the party. All 3 types also have a skill named Growing Pains. Growing Pains uses up 50% of your ougi/charge bar and transforms Beth into an adult. Her adult form buffs herself and makes her ougi/charge attack stronger. However, using her ougi/charge attack will revert her back into her original form. Also, Beth gets an extra stat boost from Melee weapons no matter what type she is. It is also worth noting that Beth is Unknown/None race which means that you don’t have to worry about Bahamut weapons when adding her to your team as she can be boosted by all of them.

Balance Type Beth

Min HP: 200

Max HP: 860

Min ATK: 900

Max ATK: 3900

Charge attack: Big Dark Damage to a foe (Damage greatly enhanced in adult form)

Skill 1: 2-2.5x Dark Damage

Skill 2: Transforms into an adult and increases attack (uses 50% charge bar)

The balance type Beth is the default type of Beth. Unlike the other 2 types, balance Beth can only be Dark and only has 2 skills. After changing Beth into a different type, you have the option to reset and revert her back into a Dark balance type. As this is the weakest type of Beth, it is not recommended to keep her in this state.

Attack Type Beth

Min HP:140

Max HP: 860

Min ATK: 1200

Max ATK: 4980

Charge attack: Big (Beth's element) Damage to a foe (Damage greatly enhanced in adult form)

Skill 1: (Beth's element) Damage to all foes / Adds 20% charge bar

Skill 2: Transforms into an adult and increases attack and defense / Gives herself enmity (uses 50% charge bar)

Skill 3: (Beth's element) Damage to a foe / Increases all allies' double attack rate

Attack type Beth is pretty straightforward. This is the only type that increases both attack and defense when transformed. Enmity allows her to deal more damage at low HP. However, keep in mind that the double attack rate increase is small. Make your Beth an attack type if you feel that you absolutely need an attacker for a certain element.

Defense Type Beth

Min HP:220

Max HP: 1100

Min ATK: 840

Max ATK: 4000

Charge attack: Big (Beth's element) Damage to a foe (Damage greatly enhanced in adult form / Gives herself a 1000 damage shield in adult form)

Skill 1: Substitute / Adds 20% charge bar

Skill 2: Transforms into an adult and increases defense / Lets her counter 3 times (uses 50% charge bar)

Skill 3: Heals all allies by up to 1000 HP

Defense type Beth is the most recommended type of Beth for a good reason. She has substitute and a full party heal, both of which are valuable skills that are rarely found in some elements. She can also force a counter by using substitute after transforming. If you're making Beth a defense type, it is recommended that you make her an element in which you are lacking healers.

Feeding

There are 4 different types of fruits you can feed Beth: red, green, blue, and gold. Fruits can be obtained by doing the event and through the event gacha/token draw. Each fruit affects the value of the spirit, vitality, and temper meters shown at the main event screen. These changes are as follows:

Red Fruit: +10 **spirit**, -10 **temper**

Green Fruit: +10 **vitality**, -10 **spirit**

Blue Fruit: +10 **temper**, -10 **vitality**

Gold Fruit: +30 to all

In order to be able to change Beth, you will need to feed her at least 3 gold fruits and at least 1 stat must be 200 or higher. When you first obtain Beth you are forced to feed her 1 gold fruit before anything else, leaving her stats at 30 red/30 green/30 blue. Each meter caps at 300 and can't go under 0. You can only feed Beth while the event is going on so make sure to change her before the event ends.

Element and Type Change

Beth's element is dependent on her highest and lowest meters. You can tell what element she will be by using the following table:

	Spirit	Vitality	Temper
Fire	Highest		Lowest
Water		Lowest	Highest
Earth	Highest	Lowest	
Wind	Lowest	Highest	
Light		Highest	Lowest
Dark	Lowest		Highest

If the highest stat is over twice the value of the lowest stat, Beth will become an attack type. If the highest stat is twice the value of the lowest stat or less, Beth will become a defense type. If there are 2 maximums/minimums, the stat chosen as the maximum/minimum will be randomly selected.

If all 3 stats are the same value, both the element and type will be selected randomly

Recipes

Below are recipes for making Beth change into your desired type and element. Make sure to feed her in the displayed order or the result may differ. Note that the format used for the final values is (spirit/vitality/temper). Also note that not all of these results have been verified to work.

0/0/0 recipes (Starting from reset)

Fire attack: 3 gold → 11 red (200/90/0)
Water attack: 3 gold → 11 blue (90/0/200)
Earth attack: 11 red → 1 blue → 3 gold (200/90/100)
Wind attack: 3 gold → 11 green (0/200/90)
Light attack: 11 green → 1 red → 3 gold (100/200/90)
Dark attack: 11 blue → 1 green → 3 gold (90/100/200)
Fire defense: 3 green → 11 red → 1 blue → 3 gold (200/110/100)
Water defense: 3 red → 11 blue → 1 green → 3 gold (110/100/200)
Earth defense: 3 green → 11 red → 2 blue → 3 gold (200/100/110)
Wind defense: 3 blue → 11 green → 1 red → 3 gold (100/200/110)
Light defense: 3 blue → 11 green → 2 red → 3 gold (110/200/100)
Dark defense: 3 red → 11 blue → 2 green → 3 gold (100/110/200)

30/30/30 attack recipes (Starting from before first reset only)

Fire attack: 2 gold → 11 red (200/90/0)
Water attack: 2 gold → 11 blue (90/0/200)
Earth attack: 11 red → 2 blue → 2 gold (200/70/80)
Wind attack: 2 gold → 11 green (0/200/90)
Light attack: 11 green → 2 red → 2 gold (80/200/70)
Dark attack: 11 blue → 2 green → 2 gold (70/80/200)

30/30/30 defense recipes using 3 gold fruits (Starting from before first reset)

Fire defense: 8 red → 1 blue → 3 gold (200/110/100)
Water defense: 8 blue → 1 green → 3 gold (110/100/200)
Earth defense: 8 red → 2 blue → 3 gold (200/100/110)
Wind defense: 8 green → 1 red → 3 gold (100/200/110)
Light defense: 8 green → 2 red → 3 gold (110/200/100)
Dark defense: 8 blue → 2 green → 3 gold (100/110/200)

30/30/30 defense recipes using 2 gold fruits (Starting from before first reset only)

Fire defense: 6 green → 14 red → 4 blue → 2 gold (200/110/100)

Water defense: 6 red → 14 blue → 4 green → 2 gold (110/100/200)

Earth defense: 6 green → 14 red → 5 blue → 2 gold (200/100/110)

Wind defense: 6 blue → 14 green → 4 red → 2 gold (100/200/110)

Light defense: 6 blue → 14 green → 5 red → 2 gold (110/200/100)

Dark defense: 6 red → 14 blue → 5 green → 2 gold (100/110/200)

Vampy Quotes

When Beth is ready to grow, Vampy will have a special quote which will indicate what type Beth will grow into. If you want to make sure you are growing Beth into the right type, use the chart below and keep tapping Vampy until you get one of the quotes listed.

Fire	Attack	Did you see that? Fire just came out of Malinda's mouth!
	Defense	It feels good to squeeze Malinda. She's so warm...
Water	Attack	Malinda shot water out of her mouth like psh, psh!
	Defense	I like to sleep next to Malinda when it gets hot. Her cold skin keeps my cool!
Earth	Attack	Malinda made these mud balls. I bet it'd really hurt if you got hit by one...
	Defense	Malinda's skin is as hard as rock!
Wind	Attack	Malinda's breath is super strong! It can blow away anything!
	Defense	Don't touch Malinda when there's wind swirling around her!
Light	Attack	Malinda, I'm getting shocks off you! Sparky! Sparky!
	Defense	Has your skin always been this shiny? I have to shield my eyes! Ahaha!
Dark	Attack	When Malinda gets angry, she releases a black fog, and you can't see anything!
	Defense	Everything feels nice and peaceful when I'm with Malinda.

Recommended Bets

Dark defense: Will is the only non-limited SR+ dark healer and most dark characters are quite squishy. It's also easier to get the support ability bonus from Vampy as she is a dark character.

Dark attack: As stated above, dark is the element where you can most comfortably pair her with Vampy for the support ability bonus. Also, having enmity along with getting a bonus from melee weapons makes her good with a Celeste Claw build.

Fire defense: Fire has few healers and even fewer defensive characters.

Earth defense: Can be used to tank Leviathan's Tidefall if you don't have Sara.