

# Dirt Memeing 101



That's all you need to know. Seriously.



Okay, fine. Proceed on.

## Disclaimer:

This document is not meant to be all-inclusive for everything there is about dirt. Rather, it's supposed to be a general resource for newer/mid-game/newly HL players... kind of like a "dirt for dummies" if all that meta talk confuses you. Hopefully you'll get something out of it if you're an experienced player too...or gain a new appreciation for dirt. Or at least have some knowledge of a dirt grid for GW. This guide was started on September 24, 2017 and last fully updated on May 18, 2018.

This was inspired by TLMoonBear's series of 101 guides, so a big thank you to him for all the work he's done and for starting this trend. Thank you to my crew and the various people on the internet who actually have Titan, as truth be told I am a poor plebian with only motocal and MLB Vohu Manah. Thank you to the people who had to put up with my constant posting about this when I first wrote this guide, because I know I was very annoying about it. Thank you to Granblue for existing and ruining all of our lives, especially during GW- and most of all, thank YOU for reading this, as I wouldn't be writing it without you guys!

# Why play Earth?

- Earth has the second easiest magna raid to beat. The element it's weak to has the easiest magna to beat. Wind is the most "beginner friendly" element. If you work on your windmeme, you'll probably be able to build dirt on the side.
- A wide variety of characters. From Granblue's cutest mascot to bloodthirsty draphs, hot back erunes to SOIYA squad, Earth caters to all tastes.



- Two characters that trigger their own enmity. ~~Sorry wind players with no Zoi.~~ If you've read about how enmity works in this game, and seen Titan grids, you will see why this is bullshit. New age of Titan BahaHL MVPs.



You don't need to play with enmity, though. There are still other options if you like to keep it safe, especially with the addition of Magna II. Stamina is now completely viable, and [magna is strong](#). *Dirt is quite versatile.*

- If nothing else, you may need an dirt grid for GW or Xeno Cocytus. The game is starting to push rainbow meta and no longer can you solo everything with only one element. But hey, being able to delve into different elements and play with a broad selection of characters makes the game more interesting and fun (ideally).

# Earth weapon grids:

I am going into this guide assuming that you know what weapons skills are, what a weapon grid is and what the damage formula is. If not, I would recommend to read the [granblue wiki](#) for some help. Don't worry, you don't really need to know all the math of the damage formula, just a basic understanding of it. I'm not too keen on the math myself so I won't be mentioning it anyways.

Basically, some R weapons, most SR weapons and SSR weapons come with something called a weapon skill. If the skill has something with the word "might" in it, it will probably be useful, as might is an attack up skill. A weapon grid consists of nine weapons and a "mainhand" and is where most of your damage will come from. Finally, damage formula takes the weapon skills in your weapon grid into account, and applies the boosts; the basic formula is "Normal x Magna x Unknown x Elemental".

If you want to calculate damage yourself, care about min/maxing, or want your grids to be the best they can be, here are some good resources for checking stats:

- [GBF.xzz](#) - Easy to use since it provides visuals, but Japanese only and isn't able to compare your grids.
- [Motocal](#) - An advanced calculator that can be run in both English and Japanese. Useful as you're able to compare grids and it can run simulations of different combinations, but is a bit tricky to use and not something to run if you just want to check 1 grid.

If you want a more advanced guide on how to dirt (magna), especially with the addition of magna II weapons (as again, this is mostly a beginner's/mid-game guide), check out [Pooky's Guide](#), complete with graphs and statistics! (Your guides are great, dude!)

## Starting out:



When starting out, you obviously won't be able to jump into an endgame earth grid. There is only one attack up SR that drops from normal/hard ygg raids, and that's the **Yggdrasil Bark**. The bark will be placeholders until you can get those nifty swords. Be sure not to level up the skills of this weapon too much (most people will raise up to Slv. 2, you don't want to go above 4), it will eventually be to fodder SSRs for skills later.

This is an example of how a baby earth grid will look like. The rest of the weapons will be explained in the next section, while the mainhand is a **Tribunal Thunder**, which I will mention in the primals section. The gun is very easy to obtain from your monthly Vohu Manah showdown and is why it's there; it'll be very easy to get if you're beginning with earth.

◆ 総合HP 803    ✂ 総合攻撃力 7916

MAIN WEAPON	SR	SR	SSR
	◆ 70 ✂ 649	◆ 70 ✂ 649	◆ 125 ✂ 988
	◆ 97 ✂ 1127	◆ 70 ✂ 649	◆ 104 ✂ 1060
◆ 24 ✂ 345	◆ 130 ✂ 964	◆ 91 ✂ 1125	◆ 22 ✂ 360

コピー 交換    戦力 スキル設定 レベル 攻撃入力



# The Magna:

This is an example of the old cookie-cutter endgame earth grid. After the 2018 Anniversary update, this grid is not the complete endgame, but serves as a placeholder for the arduous Magna II grind ahead. The old meta used to push 6 swords, but that's no longer true, not even with cosmos (which I will elaborate on later). Ultimately, however, what your dirt magna grid becomes is up to you. For simplicity's sake I will still keep this up, as it's still viable for dirt GW and a nice goal to work at before you start working on Magna II if you are beginning with earth. The formula for this would be 5 - 2 - 2 - 1; 5 magna modifiers, 2 unknowns, 2 normals and the Gauntlet of Uriel's own unique modifier.



## Magna Weapons:

Dirt has two SSRs with attack up skills that function as the magna modifier.



The **Yggdrasil Dewbranch Omega** is a good filler for when you're starting out, but it loses out as it has only medium attack up skill and lower base attack than the sword. It does have its uses though; if you want to tackle UBahaHL with an Earth magna grid, the HP is much needed and appreciated. But... that's something out of my discretion. Please refer to someone with more plus marks.



The base attack of a **Yggdrasil Crystal Blade Omega** is higher than Fire's canes and Levi's daggers. The Yggdrasil Omega raid is also relatively easy to farm, having the second lowest HP of all magnas. It's a pretty good weapon for a magna grid; it might feel average if you've read about Tiamat bolts but it's not bad at all.

Once you reach rank 101+ (HL), you will be able to FLB your swords, and along with some other stuff they will need items called sword stones that you get from reducing weapons. Fortunately, they are in abundance; many character weapons happen to be swords and you can grind the casino for four copies of a free sword. Make sure you're saving them for when the time comes.

**Please remember to get a base grid of 5 0\* swords first.** After you have your base, you can then start uncapping them one by one. **Skill levels are more important than your uncaps!**

If you're getting frustrated with Yggy, just look at her face. Remember why you're doing this. You have the cutest magna. Definitely less frustrating than looking at a robot or a snake if that last sword is being stingy.

As of the anniversary, you are able to uncap your FLB swords one more time to 5\*. However, the percentage increase is *extremely* small, around a 2% gain; skill lv. 20 is *absolutely not worth it* and costs a ton of resources and fodder. You will gain the ability to uncap your FLB swords when unlocking earth's Magna II raid, Godsworn Alexiel, at rank 120: please save your energy and resources for the weapons that drop from there, instead, though.

**What about the Ygg bow?**



The **Yggdrasil Bow Omega** comes with something called **enmity**, which boosts your attack the lower your HP is. In theory, this sounds fantastic (why wind was queen of tetras for so long), but the bow only comes with enmity and no ATK skill. The sword is more consistent, but if you're using Ayer or Sarasa you may be tempted to put one in your grid. If you can safely keep them at low HP, you can try and slot it in; at around 65% the bow starts doing more damage at MLB/FLB and you'll really be seeing those gains when you're at red HP.

## Unknowns:

Weapons with an unknown modifier are gained through events.



The Xeno Vohu Manah Clash, aka the Worst Event Ever, gave us Earth's best unknown, the **Xeno Judgment Lyre**. To get this bad boy, you had five days of torture being debuffed to hell by an evil nun, but in return it gave a harp with a **MASSIVE ATK UP** boost. It's the second weapon in the game to have a massive boost and there are only a select few weapons in the game with this boost (Xenos and FLB grand series weapons), making it quite useful.



The old dirt meta used to run 6 swords but with this addition it was downgraded to 5. **You can still run 6 swords if you have them in place of one unknown** (if you didn't FLB a second harp, don't have 2 sausage axes, or have the harp as a mainhand) or if you're playing off element, replacing the Gauntlet of Uriel.

You can FLB the harp in the shop to make the **True Judgment Lyre**. On charge attack/ougi, it will heal and grant revitalize if you've upgraded it. Maybe not the most useful effect but it can save you in a pinch; it's a great mainhand for superstar and Elysian, allowing you to forgo making a GW harp. Xeno Vohu was first run in March 2017 and was rerun again in July, so we will definitely be seeing another rerun, just not anytime soon.



As of May 2018, Xeno Vohu was rerun again and gave us the **Sahrivar**. Since it's a sword, it's actually better than the harp since it has higher attack, but if you're too lazy to farm for another like most of us playing this game the gains are only about ~200 attack. If you already have a harp and do not want to go through Xeno hell again, it's fine to forgo unless you really care about minmaxing. In an endgame Magna II, you will probably only need 1 EX, or may even lose the EX, but if you're still starting out and leeching raids, the sword may be a better choice. However, it's still good to have both; you can use the Sahrivar in your grid, and the lyre as a mainhand for Elysian.



After FLBing to become the **Last Sahrivar**, as a mainhand it will gain Earth ATK up and an ability called “water switch”, which will convert all damage taken into water for your party. Truthfully told, it’s quite niche- most people are now playing on element, and this will only be useful for UBahaHL; granted, it will be a lifesaver in that raid, but most endgame content does not warrant high HP or defense, focusing more on DPS. Nonetheless, if you’re able to leech like the wind and FLB this weapon as a newbie or play dirt off-element, this ability may serve to be very useful, and hopefully we will see more challenges in Granblue’s future.



Since the Xeno Vohu event is extremely difficult, the alternative to a harp is the **Swirly Wurst Hammer**, colloquially referred to as the sausage axe. This unknown comes from an event that is rerun every once in a while, the *Idolm@ster: Cinderella Fantasy* collab. One MLB copy can be easily obtained as the battles aren’t too difficult and it also has an FLB. While the FLB harp still beats it, it’s only by a small margin so if you’re unable to grind Xeno Vohu (it’s content meant for mid to endgame players, don’t worry if you can’t) an FLB axe can do the job just fine. Do be aware that the uncap costs a ton of mats (~~never-ending fantasy~~) but... hey, at least it’s idols.

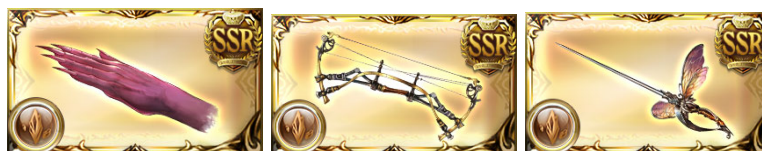
You may also see these two weapons used in place of a harp or hot dog. You must be at least rank 101+ to have access to the mats to buy them with, dropped from the Rose Queen raid (Rosetta<3).



The **Rose Crystal Lance** is good if you’re playing on element. It has lower stats than an FLB harp but the lessen water DMG and hit to earth DEF are helpful if you’re doing a HL raid or trying to solo something.



The **claw** is useful in UBahaHL, which again, is out of my discretion. Please refer to a madman who has actually tackled this raid. It gives you a medium boost to ATK and HP (good) and lessens DMG from wind (less good). You’re probably not going to be taking earth to wind raids but UBaha has a chance to crit against you in the element you’re weak against.



These are some old unknowns you might see around if someone’s been playing for a while (the Stinger on the right came out in June 2017 but the hand and the bow are way older). They’re



fillers. If the events are rerun, you may want to get them if you're totally new to the game and have a hard time completing battles... but you're most likely going to wait for the sausage axe from the IM@S event. Or the next time Xeno Vohu is rerun. If these come back or any new earth weapons with an unknown modifier are added and you're impatient, go ahead and grab one.



If you have the Yamanbagiri Kunihiro from the Touken Ranbu event, it can also be counted as an unknown and can be skilled up to Slv.15. Do note it's only a medium ATK up though; your other options are better, but it does have an Slv.15 for if you're starting out, and can be FLB'd with a steel brick.



From the Divergent Knighthoods event, a decent EX modifier that on ougi provides crit up. As a mainhand it also raises your ougi DMG.

## Seraphic:

With the 2017 anniversary update, Seraphic weapons were introduced. They're pretty much the best weapons for playing on element and come with their own unique modifiers.



The **Gauntlet of Uriel's** majesty skill will give a small boost to earth allies' ATK and HP and increase DMG cap while the blessing skill will boost earth DMG against water foes. It's amazing even though you will want to punch Uriel with it for calling you a runt.



The SSR upgrade is locked by HL materials so unless you're 101+ you're going to have to play the waiting game. The SR is still a good weapon to slot in when starting out though and obtaining the first uncap is pretty easy. You can only have one of each Seraphic weapon in the game; remember to take it out if you're using dirt off element.



## Normal Weapons:

## Bahamut Weapons:



**Bahamut weapons** function as a normal modifier in your grid. The go-to baha weapon of earth is the **Bahamut Sword**. Earth has a lot of everyone, but its primary attackers are both **human** and **draph**. The sword has a lesser boost than most bahamut weapons pre-HL but will boost two races right away.

Most elements, however, usually use the **Bahamut Dagger** since erunes are the second most common race. If you want to use one of the erune SSRs in earth, you may want to consider slotting a coda dagger when HL or spear pre-HL. They can be good attackers, but many prefer to use humans or draphs. Bear in mind the dagger doesn't boost erunes pre-HL but it will boost humans.



If you're running a lot of draphs pre-HL, you may also want to consider a **Bahamut Axe**. If you're running one of the two harvins with your draphs, you can also upgrade it to coda. Bahamut weapons do take a lot of resources and fodder, so make sure to pick the right one for you if you don't have the materials just yet. Also remember that unknown/primal races will benefit from every Bahamut weapon (Medusa, Yggdrasil).

## Tezcat:

### Why only one bahamut weapon? What about Tezcat?

Baha weapons do have a maximum cap. Earth's primary attackers are human and draph and a common set up will be MC + 2 attackers + buffer. The buffer isn't usually there for dps, especially if you're using Korwa (Mahira isn't really hard hitting anyways). If you're using Ayer, Halle or Sarasa, this isn't really a problem, they'll definitely pay their dues. It's better to have an earth weapon instead of another baha so they'll be compatible with an aura, you'll reap more benefits that way. Pick the weapon that's most suited to your team.

*However*, if you are lazy, don't have another normal or unknown, and only want something for GW, you can slot in another Baha weapon. If you're running a sword and a dagger, you'll see a

HP increase for humans, which can be a great addition for if you're running Ayer to make him feel less squishy.

### Wait, Tezcat? Who the hell is Tezcat?



*Oh this fucking guy*

Unfortunately, Earth can be restricted in its race usage due to a summon called **Tezcatlipoca**, aka **Tezcat**. If you're playing magna earth, you will have Yggdrasil as your main summon and want to pick a summon with an elemental aura (worded as   % boost to earth ATK). You'll hear many memes about "Tezcat racism" and why people hate playing dirty, because Tezcat has a 100% elemental aura...only if you have three races in your party's frontline. (~~But isn't he promoting diversity?~~)

Usually, that will be the MC (who fortunately counts as an "unknown" race), a human, a draph, and an erune/harvin/primal. You won't be able to run a team of, say, Ayer/Eugen/De La Fille and if you want to use a human buffer (Cags, De La Fille) you can't run Ayer, Eugen or Siegfried. Do note that Tezcat's FLB will give a **guaranteed 100% echo** if the foe has full charge diamonds, so putting up with his racism may be worth it if you see him in your support summons.

*Fortunately*, with the release of the 120% summon Alexiel, Earth teams have become less race-restrictive. Seriously, everyone has her now. With both of Earth's Eternals and a 5\* character being draphs and many useful characters being human, Alexiel is a lifesaver for versatility (Please add me if you have her by the way).

### Celestials/ROTB Weapons:

The Celestials/Rise of the Beasts event reruns every 2-3 months. With some grinding (like every event in this game) you can reap many rewards, such as gold nuggets to trade for gold bars that will be used to make an Eternal character, or contenders of normal modifier weapons for your grid.

The **Baihu Claw** is the ROTB weapon for earth. It used to be only okay but the anniversary update gave every ROTB wep an FLB and allowed for an upgrade with an additional skill. Mind



you, the upgrade requires being able to solo a Rising Beast Trial and can be very difficult if you don't have the grids, but the skills are nifty additions to customization. The claw can be FLB'd without them, though, so it'll still be good and it's relatively easy to do so.

If you don't have two unknowns or are playing dirt Ely and have the harp as a mainhand, the claw can serve a place on your grid. You can also slot it in place of the Uriel fist off-ele, but you might not be able to hit DMG cap if not against water and the Regus upgrade will have a useless skill.

The claw can be crafted to have one of three different skills:



**Pontus**

The **Pontus** upgrade if used as a mainhand will give the MC a stackable ATK up as long as you're not hit. It's a great mainhand if you want to play dirt Luchador, especially with the claw's Mirror Image at ougi for protecting yourself. This is the mainhand many Titanlords will use for BahaHL; the fist as Slv.15 normal II will beat the GW fist indefinitely.



**Regus**

The **Regus** upgrade gives medium critical to foes weak against earth. If you're playing on element, this can be very good, but it's useless off element.



**Malus**

The **Malus** upgrade gives DMG cap up. At its highest skill level, it will increase soft cap by 7%. It will stack with rage buffs and the Gauntlet of Uriel. If you're hitting cap this may be the best perk of all, and Ayer/Sarasa with enmity and even Halle will appreciate it immensely, but if you're not you may want to save your cipher or use it on something else.



The **Baihu Fangstaff** will boost ougi damage for the third party member at the cost of hostility. It's a staff so it has pretty low stats. Not worth it.

## Cosmos:



You may want to consider using a **Cosmos Sword** if you're doing magna earth, especially if you have one for light. They'll shine with endgame earth grids since a cosmos weapon will boost the attack and hp of all the swords in your grid. Earth will run 5 magna swords, the vohu sword, a baha sword, and possibly an ultima sword. May as well if it's lying around, right?

However, Earth has only 1 **BAL SSR**. If you have a balanced sword for light, bear in mind there will be almost no one who benefits from the DA passive; the only one is V-Day Medusa, who is limited. Your best bet is a **SPEC, DEF, ATK** or **HEAL** sword; they'll actually be helpful for the typed characters if you have them. As of May 2018, ATK swords no longer have a hit to HP penalty, and instead have a boost to charge attack dmg; with ougi centric characters like Okto, Eugen and Eustace, it may serve to be quite useful!





Instead of the **Uriel Fist** off element, you can slot in another Ygg sword or an extra Xeno Vohu sword. The mainhand is the **Atma/Ultima Sword (Earth)**. I'm not going to be getting into those weapons as there are multiple guides mentioning them out there ([here's the gbf-gajin guide if you're looking into it](#)); they are also locked behind the Lv. 150/Lv. 200 Ultimate Bahamut raid, the hardest content in the game (thus far). However, a simple summary is that they're Bahamut weapons for *weapon proficiencies* instead of *races*. They're weapons for if you really, really want to get into those numbers; the previous regular magna grid was already pretty crowded, so it's hard to fit it in unless you want it as your mainhand. The element you make it in only affects its status as a mainhand, but it can be used in all grids since it boosts all characters with the weapon proficiency. However, they are made as dirt as dirt doesn't have many good sword mainhands. Eventually, when you reach higher levels of dirt power, you may replace your Baha weapon with them... but if you're at that level, you really don't need to be reading this.

With how crowded dirt grids can be, cosmos swords may or may not be used. These builds are unpopular with dirt but if you're just making something for GW, it is again a viable option. Again, it's up to you, your resources, and what YOU want to do. The ATK and HP boost certainly does look nice and it's convenient if you already have a cosmos sword. Some attackers also have a sword proficiency (Sarasa, Siegfried, Aletheia, DLF, etc.) and their stats will be boosted with an all sword grid.

## What about leeching Medusa or Baal?

Sometimes, you will get bored of doing your magna raids and maybe want to try something new. Earth's T1 raids drop a harp called a **Perseus** and **Ancient Perseus**. The Perseus is the one that's shining like it's the second coming of Christ; this one has Earth and Mountain skills (Titan skills) while the Ancient Perseus has Gaia skills (Ygg skills), but they're both the same, just used with different summons.



As of the May 2018 update, the Perseus has been rebalanced. Before, it was considered not feasible to place in a grid, since it had a "sharp hit to MA", but now, its second skill, Haunt, has only a 10% hit to DA. It's still a penalty, but much easier to work around, and the harp may even be useful since both the Majesty and Haunt's skills boosting ATK are equivalent to a Massive ATK up. It's still an unpopular weapon for now since it has only recently been rebalanced, and harps technically have lower stats than swords, but an Ancient Perseus can potentially be better than a MLB Ygg sword.

[There have been some Perseus memes going around](#) and you can build a harp grid centered around ougi-ing with drum master or the works, especially since ougi is making a comeback. Customization is fun. Everyone using the same grid gets kind of boring. That's endgame stuff



since Medusa is hard to farm though so I won't really get more into it. If you're thinking about making a grid centered around this harp... Seriously, you probably don't need me around.




We'll talk about Baal later. His weapons aren't usually used in a magna grid.







However, I don't want to confuse. If you're a beginner and still wondering what to focus on, I would say to skip doing Medusa and just focus on Ygg. Granblue can be quite overwhelming with all these new builds and all these weapons, so I would say to just focus on the Ygg grid previously posted. Plus, even if you've MLB'd your Yggdrasil summon, you will need the dupes (also called *selfies*) later for earth quartz. Quartz are used for uncapping your swords to FLB when you reach HL, for Class Champion Weapons (CCW) that will unlock T4 and Extra II classes, for Atma/Ultima weapons... For a lot of things. You're going to need a *ton* of them. Save your waifu's selfies. It's frustrating if she won't drop the last sword but they're good for you. Medusa's drop rates also diminish considerably compared to Ygg's because she is a tsundere so even if you're bored with Ygg, you'll at least be getting fodder along the way.








Nonetheless, you will want to do Medusa eventually, even if not farming for a Perseus. You'll need her anima if you want to start a Grande/Grand Order. Doing your magnas can get boring, but once you have a base grid and start to skill up, it'll be worth it as you get more powerful!








## Mainhands:

Once you've filled your weapon grid, you'll need to have a mainhand for whichever class you want to play. Here are examples of some good ones.

Mainhand	Class	Description
	<b>Warlock Hawkeye / Bandit Tycoon Dark Fencer / Chaos Ruler Dancer</b>	The <b>element-changed GW Dagger</b> is pretty much the best mainhand for dagger using classes, giving your entire party DATA. Get one when you can.
	<b>Super Star / Elysian Drum Master</b>	The <b>True Xeno Lyre</b> is the go-to harp and best harp for Elysian, giving heal/revitalize as a ougi effect and boosts DATA if high voltage is in effect.
	<b>Super Star / Elysian Drum Master</b>	If you were too lazy or underleveled to farm Xeno Vohu, an <b>element-changed GW Harp</b> works as well.

	<b>Ogre / Luchador</b>	<p>The <b>element-changed GW Fist</b> is one of one of the best fist mainhands, but with earth you also have the <b>Baihu Claw Pontus</b> for playing earth Lucha. However, the GW fist is still very good and is definitely an option if you have the mats around.</p>
	<b>Weapon Master / Berserker Apsaras</b>	<p>The <b>Swirly Sausage Hammer</b> is a good mainhand for Berserker or if you want to use axe Apsaras.</p>
	<b>Holy Saber / Spartan Bishop / Sage Apsaras</b>	<p>The <b>All-Might Spear</b> could be a good mainhand if you cap CA but otherwise it's not too remarkable. It's also locked by a difficult HL raid.</p> <p>You may want to consider the <b>RQ Spear</b> for earth res down too. Using a spear is useful for equipping the skill DT3.</p>
	<b>Holy Saber / Spartan Weapon Master / Berserker</b>	<p>The <b>element-changed GW Sword</b> can also be considered a good mainhand for its ougi effect (30% phalanx).</p>
	<b>Holy Saber / Spartan Bishop / Sage Apsaras</b>	<p>The <b>element-changed GW Spear</b> is an option for pre-HL players if you want a spear to be able to use DT3 and have nothing else.</p>
	<b>Weapon Master / Berserker Holy Saber / Spartan Swordsmaster / Glorybringer</b>	<p>I know I said I wouldn't get too into these, but the <b>Atma/Ultima Sword (Earth)</b> is a good candidate for mainhand. I have seen a BahaHL MVP with magna earth use Sarasa/Siegfried/Korwa with this. There are a lot of resources on these weapons though, and goes into min/maxing, which won't be covered in this guide.</p>

		It will raise stats of characters with sword proficiency, like Siegfried, De La Fille or Sarasa. As a mainhand, it also provides a great elemental ATK up buff with DA.
	<b>Glorybringer</b>	The element changed <b>Ridill</b> is the best mainhand for the EX II class, Glory. Earth truthfully doesn't have many good Glory mainhands, besides the ultima sword.
 	<b>Weapon Master / Berserker Holy Saber/ Spartan Swordsmaster / Glorybringer</b>	<p>Mentioned before, but the <b>Sahrivar</b> as a mainhand is pretty niche as water switch only serves to be useful if you're in UBahaHL, a raid where survivability matters most of all.</p> <p>As a mainhand for glory, it provides DATA at awakening for the entire party and a self-TA buff, which can serve as very useful. The other skill it gains, however, is a stackable DEF up; again, not too widely used, but more DATA is always appreciated.</p>
	<b>Samurai</b>	The newest EX II class's weapon, the <b>Unsigned Kaneshige</b> , can have some serious potential with ougi-centric teams.
	<b>Ogre / Luchador</b>	Again, I said I wouldn't get too into these but the <b>Atma/Ultima Fist (Earth)</b> can also be a great mainhand for dirt Lucha (and in the grid for dark fist memes). Make your Ayer MA even more!
	<b>Gunslinger only</b>	The <b>Nebuchad</b> is the best mainhand for gunslinger, and can exhibit tons of potential and damage with the right bullets.

	<b>Bishop / Sage</b>	The <b>Nirvana</b> has an autorevive with every heal. It's pretty situational; it can be used for surviving long fights, soloing HL content or for extra sustain. It'll cost a lot of mats though, and you can't use the skill DT3 for DATA.
	<b>Bishop / Sage Holy Saber / Spartan Apsaras</b>	The <b>Gargantua</b> , Arulu's character weapon, has skill DMG cap up, great for if you have 5* Sarasa so your GZ will reach new levels of extreme wanpan. It also comes with veil on ougi, and has a chance to affect the entire party at FLB.
 	<b>Hawkeye / Bandit Tycoon</b>	If you want to leech with an element changed <b>Oliver</b> for some reason, bear in mind you're going to be sacrificing gun stones, which can be pretty hard to get if you don't have any gacha guns. If it's not your first class weapon, it's not really worth it to ele-change from the first upgrade.
   wtf	<b>The Forbidden</b>	Man, if you're looking at whale weapons, you really don't need me. Please consider whaling me a Titan/Alexiel or paying my uni tuition.





## Magna II:

Ah yes, Magna II. With the 2018 anniversary update, we were gifted with Magna II raids. These raids are only unlockable after rank 120, and require you to have unlocked chapter 87; they're more advanced content, but honestly, a lot of people consider pre-rank 100 to be the "tutorial" phase; being around 120 might actually warrant being "midgame".

Nonetheless, these raids can be quite challenging if you're not used to them and they're *definitely* an endgame grind; they only drop through MVP chests, red chests, and blue chests, so you're going to have to hope to score #6 and above in the raid rankings if you want a drop. Or be *severely* lucky with that blue chest drop; above 100K honors can probably get you a blue chest, but with how fast they can blow up if full, you'll barely get a hit in. They are best done with your crew or in small trains in co-op, and are a nightmare to get into if in pubs, *especially* during GW preparation season. Damn racers.



A strict student council president and her bodybuilding dad

Earth was blessed with an angel for its 120% summon and its Magna II weapons along with wind's (water and fire's aren't life-changing) have changed the endgame meta forever ~~until the next set of weapons are introduced~~. Here is an example of the new endgame Magna grid and I'll get to the weapons after.



I linked a video at the beginning of this guide, but [here it is again](#) so you can marvel in awe at how dirt can go beyond auto attack cap first turn without buffs. Granted, that wild person has a lot of plus marks but **stamina** (as we've seen previously with those *hecking* Varuna lords) can achieve some wild stuff if you have the HP to go with it... and can upkeep that HP in longer fights. As seen from the video, you will want to run this grid with **double Yggy (at FLB/120%)** for the optimal HP and stamina boosts, but can get away with running Yggy x Alexiel if a 120% Yggy isn't available or if off-element.

## Magna II Weapons:

We've actually gotten three new weapons, but the **Nibelung Klinge** and **Nibelung Horn** are the most important ones. They all have the same ougi effect, gaining 10% Def up and a clear, which can be useful if debuffed.



The **Nibelung Horn** is the weapon that has shifted dirt meta, coming with medium **stamina**, or a boost to ATK as your HP increases. It also comes with a big boost to crit. Stamina, as it has a different multiplier from a regular ATK up skill, is very good- if you have the HP, of course (Click [here](#) for a comprehensive explanation to why stamina's so good). It

needs to be partnered with high HP for its full potential, but... well, you've seen that first turn damage. Wow. Do remember that the crit won't work off-element though.



The **Nibelung Klinge** is a direct replacement for the Ygg Sword. It has the Ygg Sword's FLB ATK up skill as its base skill, but will only actually replace your FLB swords if you're FLB'd it and unlocked its skill at lv. 120, which gives small HP up and a counter skill. The counter skill isn't that remarkable thus far (when are you going to buff counter, anyways, KMR? ~~Also please make Ayer's 2 less niche~~) but the HP boost warrants the use of the Nibelung Horn and is the reason why stamina is so damn good. It's also a katana, the weapon with the highest attack stat next to a gun; sure, they're a bit hipster, but more dual proficiencies are being added and earth is lucky to have a sizable amount of katana users compared to other elements (Okto, Alexiel, Aletheia, Siegfried, ~~Gain~~).



The last of the new Magna II weapons, the **Nibelung Messer** is a bit of an outlier as it still has enmity, and only a small enmity at that; it doesn't really fit in well with the other two weapons. It does have a boost your ougi DMG cap, which can serve useful for ougi-centric characters like the old man gang or Sarasa's paired with Okto and her 4th skill's burst. If you're treading into endgame territory, feel free to experiment with it, perhaps with Ygg bows/swords or Titan, but if you're just going with the flow I would say to not worry about this one too much.



Ah, the old magna weapons. Why are they here? Well, thing is, though a lot of endgame content doesn't chip at your HP, it's not like you're going to be at full HP all the time, especially if you're not playing sage or have any sustain or are in that treacherous UbahaHL, which can knock you out with one turn if you're not careful. Plus, we're not all whales or veterans with a thousand plus marks to spare (sorry for putting you under the bus to the person that made that video, I admire you and your prowess) so though this build can potentially see 40-50K HP, realistically you're not going to reach that and probably be around 20K-30K HP at *most*. A leftover **Ygg sword** can be used to offset the curve if your HP is being depleted, as well as a **Ygg bow**; at around 65% is when stamina starts to seriously decline.



A **Baihu Claw** can also serve to offset the curve, and provide a skill like DMG cap up or more crit, always a plus.



Your trusty **Gauntlet of Uriel**. Pretty much always assume it's going to be here when playing on element- it's one of the best weapons to slot in on element, after all.



You can slot in the **True Judgment Lyre** or **Last Sahrivar** instead of the Baha sword or to offset the curve as stamina declines, again. Only one is needed unless you need one as a mainhand with how powerful these weapons are. The sword's good for tanking in UbahaHL, at least.





# The Primal:

Ah yes, Baal. You may have heard of this raid and wondered why the hell everyone was scrambling their asses to farm it. The earth Primal grid, Titan (aka Chicken Leg Man), primarily uses Baal weapons.



Titman worked way too hard on arms/tit day and skipped leg day.

A few days ago (As of September 27, 2017), t2 raids like Baal were bugged to have high drop rates (around 10-15% I believe). Of course, everyone wanted to take advantage of this, and some people literally completed MLB Titan grid in a span of 12 hours.



(Cygames: Oops!)

That's Baalfest2K17 for you. ~~I farmed Baal before it was cool.~~ Now, t2 raids are back to being arduous and selfish but if you have a pair of chicken legs you're probably going to have to do them.

The current Titan meta is reliant on enmity, but can also be made to be flexible; they require your own thought and calculation to adapt to your playstyle/characters. Most of the weapons in your grid won't have FLBs but when playing with earth's two enmity enablers, they won't even need them to cap. They're have different skills (such as giving DA so you aren't always playing dirt Elysian) and aren't restricted by Bahamut weapons (only Tezcat if you want to run him x Titan). To reap the most benefits of enmity and crit, you'll want to play double Titan on element, but off element you'll want to run him with Alexiel or Tezcat more.

Truthfully, as Magnall was added, Titan builds, although still popular BahaHL MVP choices, are becoming a bit less popular as the meta is shifting to promote stamina. However, meta is *always* shifting, and don't worry, eventually primals will see their FLB. Gotta keep the whales on their toes, after all.





This grid is completely completely f2p. We'll gloss over the p2w weapons and how to slot them in later.

## F2P Weapons:



*Show me your resonance... Yes, the beating of your heart!* Baal's guitar fares as a mighty weapon like Aoidos's character weapon and they are both axes for some reason. Let's hope these rockstars meet someday and have a cross-fate when Baal becomes playable. The **Solomon's Axe** comes with a big boost to ATK and small enmity. You have two characters that can trigger their *own* enmity. Make will of that. You can run 3-5 depending on how much you want to utilize enmity.



**Spymur's Visions** have triple skills, but at a price. You'll have ATK, DA and crit on element.... at the penalty of 10% of your HP. Most people don't want to run more than two or three at most (and honestly, Spymurs are becoming unpopular- so the standard grid has dropped the amount needed

to one), but the free DA and crit are nothing to laugh at. Some people may run four because they are bored but probably have a weapon with big HP up to diminish the consequences. That's the most you'll probably want to run though. Remember crit doesn't work off-ele.



The **Tribunal Thunder** drops from the monthly Vohu Manah showdown and Xeno Vohu. Though it doesn't have triple skills like the Spymur, it doesn't have an HP cut so it's a lot safer to use. It also has an FLB and can be skilled to Slv.15, with an additional small HP up skill learned at lv. 120. They lessen the HP cut if you're using Spymurs and are used in the Titan grid for UbahaHL.



The **Yggdrasil Crystal Blade** is used as your magna modifier in a Titan grid. You can also consider the bow for enmity but the sword is generally more reliable. You have two characters that can trigger their own enmity, but it's not like you're going to be at low HP at *all* times; playing enmity is still fragile. You'll just have an easier time with it since they can reduce HP whenever you so desire. If you're really banking on it with Stratomizers, though, the bow could absolutely be an option. Again, do the calculations if you think it's worth it for you.



The **Baihu Claw** is boosted by Titan's aura and can be skilled to Slv.15. Nice. If you have the crit or DMG cap up skill on it, it's double nice. If you have Spymurs, with their crit it's triple nice. Can be slotted in instead of an axe or a Spymur.



Your trusty **Gauntlet of Uriel** for playing on element again. The DMG cap up will see its use. Otherwise, something else can occupy this space.



More of the **True Judgment Lyre** and **Last Sahrviar**. They are the best unknowns, after all. Can also use a sausage axe.



**No Bahamut weapons?**

Fortunately, the racism only extends to Tezcat; bahamut weapons are normal modifiers. Titan grids primarily use normal modifier weapons thus a baha weapon is not needed; they're more useful for magna grids.

## P2W Weapons:

The Titan grid can use p2w weapons, but it's actually very friendly to f2p. It doesn't really need your money to get gud, but if you want to min/max or get super duper gud, you may consider one of these weapons. The most useful ones are the Stratomizer, AK-4A and the crit bow of the gold moon section. Be sure to run calculations to see what suits you.

## Notable Character Weapons:



You can also choose to run Eustace's weapon, the **Stratomizer**. It replaces Baal axes if you're lucky enough to draw some and you are mostly f2p; you can run a mix of both. It's a gacha weapon and a gun so it has higher stats than Baal axes though, and comes with big enmity and small ATK. If you're a whale, this is one of your go-to weapons. It doesn't have an FLB yet so the stats ~~might~~ will get even higher, proving that Eustace is best boy. However, if you don't have/want Eustace (~~shame on you~~), don't want to ticket for esports or are primarily f2p, you still have your axes. You can even run one at 0\*, though; they really are that good ~~AND EUSTACE IS BEST BOY.~~



The **Greatsword Andalius**, Aletheia's character weapon, boosts DMG cap at 5\*. Can be useful to have especially if you don't have the Baihu Claw Malus.

## Grand Series:



The **AK-4A** is Eugen's gun. Since all grand series character weapons are getting FLBs, this has the potential to change dirt forever and truly apply its status as MVP cuck. For now, it's still a good weapon because of its high stats. You can use it as a mainhand for Nighthound, Bandit Tycoon or Gunslinger.

**5/8/2018:** So the AK-4A got its FLB after I wrote this guide, and it is nothing to laugh at. At FLB and fully levelled, it gains the skill **Earth's Fandango**, which gives a small boost to ATK and TA. The TA boost is only around 2%, so it's not as great as a Murg's Trium, but as a gun its stats are absolutely killer. If you are a whale, and are able to have multiple, forget needing buffs to cap. Life must be great. Absolutely put this in if you're f2p and got lucky, though, instead of the Tribunal Thunder; its stats are way higher and that massive ATK up is way too good to pass by.



The **Gallinarius**, Mahira's character weapon, can be used as a mainhand for Nighthound or is for people who want to roleplay as whales but do not want to tread into crit bow territory. It has the same skill (med crit up) as the crit bow, but no FLB. It also gives more rupies on ougi!



With April 2018's flashfes, earth's 120% summon, Alexiel, was made into a playable character, making dirt players and waifu lovers cry everywhere. Her unlock weapon, the Mirror-Shard Blade, gives both ATK up and DA; at FLB it will give a small boost to HP and crit. It sounds good on paper but it's actually not as groundbreaking as say, a murg or AK4A; it's a dagger, with somewhat lower stats, and the boosts aren't as big as massive ATK, but it's still pretty good!

Here is an example of the P2W Titan grid. He's really packing those guns, huh?





## Other Whale Weapons:

These are the SSR weapons you can suptix or whale for if you have the gold moons. They're not Gisle or Crimson Finger tier, but if you want to blow money on dirt and want to experiment with different weapons, you can opt for one of these (the crit bow is probably the most useful one). Otherwise, spend your gold moons elsewhere, like dama bars to MLB that Stratomizer or AK-4A. Or siero-ticketing one of those Earth guns while you wait for a suptix, but...you don't need me here if you're doing that (please donate to my Titan fund).

These... really aren't used or popular anymore, but I am a huge advocate of dirt and having fun; experiment how you please!



The **Gastrophetes** has the second highest attack in the game, outshined by Rackam's Benedia. Its counter skill isn't great but it's still a gun with high stats and big ATK up so it's pretty buff. Can be considered for a mainhand, but is more for the whales among whales.



The **L'arc Qui ne Fart Faut**, also known as the crit bow, gives big ATK up and medium crit. Some people use this to blaze through BahaHL's water phase. This is how you cuck MVP as earth. It's also a good mainhand for Nighthound. If you are using Spymurs and a Baihu Claw, you will be seeing many, many criticals. Godspeed. Again, though, crit doesn't work off-ele.



The **Parashu** is less useful with only a big HP up but it can be used to mitigate the effects of the Spymur. It has a medium ATK up at lv. 120, at least. Can also be considered if you hate Vohu guns and are sick of looking at them because of how evil Xeno Vohu was and for Titan grids in UBahaHL.



I have honestly never seen the **Carnwenhan** used. It has the same skills as a Parashu but with lesser stats as a dagger. Spend your money elsewhere.

## What about an Elemental grid? (Tezcat x Alexiel? Alexiel x Alexiel? Tezcat x Tezcat?)

Double elemental could be an option for your cosmos harp memes with Xeno Judgment Lyres, but the harps aren't exactly as OP as the Xeno Ifrit Axe. It's a good weapon since it has an unk modifier with a massive boost but harps in general have lower base ATK than axes (2nd highest ATK in weapons, this is why Ifrit axes changed fire forever). A 2nd lyre as an unk just barely rises above an FLB sausage axe from the IM@S event and a 3rd harp would go into min/maxing territory. However, the lyre provided utility that earth needed and dirt Elysian has become a very viable DPS class, which is why it's highly regarded.

You can try a cosmos harp grid for yourself (please do tell me how it goes) but this again goes into some more complicated territory I won't cover for the sake of a general overview. If you farm that many harps during the next Xeno Vohu I also commend you for having a death wish.

Otherwise, you can try making a grid with a mix of modifiers but it can get kind of messy and goes into min/maxing territory, which again is too complicated for a simple guide like this. I'll include an example for reference's sake, though. 3 magna modifiers, 3 normals, 3 unknowns.



## Characters:

Here are a few notes about the SSR characters and some SR characters you can play with. This isn't a tier list or anything, just a general feel of characters and how they can be used. I won't be going too much into EMPs since that's more heavy discussion. You'll probably want to ask around or see what works. I've found this element is very versatile: you can focus on your hard hitting auto attackers or aim to charge attack frequently. It calls for a variety of different teams and play styles, so find one to suit you! Don't be too frustrated if you don't have many earth SSRs, btw. Many earth SRs are very strong and have good kits; you can get pretty far without one, in all honesty.

Most importantly, though, play with the characters you love. Even if they're "bad", you found a reason to love them and that's good enough. Playing with the ones you like most will keep the game fun! We all get caught up in esports, sure, but aren't games supposed to be about having fun at their core?

5\* SSRs

5\* characters demand a LOT of grinding to get to max lvl...you'll probably want to backline them or slimeblast to get that exp. Nonetheless, when they do reach 100 they'll have a lot more bonuses and even new animations/lines!



**Dadfried**

Siegfried, also known as Granblue's biggest hunk and an entry-level ossan, is part of the ~~waifu-squad~~ Dragon Knights. He is also the closest thing to Granblue Batman. He's a decent attacker until he hits 100, when he no longer has DEF down on his buff and becomes pretty solid. He's not quite damage cap breaking like Ayer or Halle but is a lot tankier and consistent.

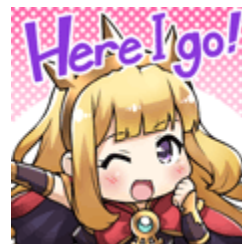


Our favorite radish is voiced by Kazuhiko Inoue, who also voices Odin in game. He's kind of old school but you may know him as the top in Gravitation, the maso from Drakengard 3, Naruto's white-haired teacher from Naruto and Hannibal Lecter's dub voice.



**Coreliostro**

After being powercrept for many, many months, the World's Cutest Alchemist has risen as a buffer once again. But only if you hit 100, of course. You can't have nice things right away. Her first skill is a nuke that inflicts DEF down. Her signature two will give crit, ATK up, DA (for the entire party at 100) and a clear and her three will heal and refresh for 3 turns, making her a good choice for sustain and longer fights. And she gets an auto-revive at 95. The grind never stops.



Our cute GBF mascot is voiced by Sakura Tange, who also voices Macula Marius in game. You may know her as the star of the Cardcaptor Sakura collab or umu umu from Fate/Extella.





**Hallessena**

One of earth's hardest hitters, Halle packs quite a mean punch. Her passive is called **Downright Crazy!** which stacks up to 8 turns; if you can keep her from getting hit, you can have up to a whooping **180% ATK up, 20% DMG cap up, 75% DA, 33% TA and hype** at 5\*. If, is the question though. She's a bit hard to use, but she does have a skill that gives her dodge for two turns. Having someone like Razia or Sara, investing in her hostility down EMPs or having a source of mirror image/substitute can help with her consistency. If you have the tools or are in a raid locked by debuffs, you'll see your dps top the charts.

Halle is voiced by Sumire Umesaka. You may know her as your favorite Russian girl from IM@S CG.



**Arulu**

Congrats to Maaya Sakamoto for being dirt's 2018 5\* character! No longer just a veil bot, one of granblue's most popular potatoes at 5\* comes with some shiny buffs, albeit they are random, and a small charge boost on ougi. At lv.90, you will be able to gaze into her eyes to gain a new skill; her crystal ball will change colors and bring buffs that range from echo, DATA, crit, or gaining all three. It can be refreshed on ougi. Kind of reliant on RNG, but it's something, and at least she has her uses.

This Harvin is again voiced by Maaya Sakamoto, who also voices DAO in game. You probably know her the other whalebait from Fate/Apocrypha and GO, the main character of Escaflowne, the commoner from Ouran or the wielder of Ragnarok from Soul Eater.

### Regular SSRs



**Melleau**

One of the SSRs from the rigged 1st SSR draw. She has an ATK up and veil (herself only) with her first skill, a nuke with her second and guaranteed TA on her third. If she is hit, she will also gain a stackable ATK up that is unique and undispellable; it's also a different modifier from her EMP skill, making her a feasible attacker for Tezcat ~~raism~~ diversity.



Melleau is voiced by Aki Toyosaki. She is known for roles such as a main character in Keion, a panda from UN-GO and a flower crown from A Certain Magical Index series.






**Nemone**




Melleau's older sister used to be used in Grande set ups as she did not attack, but now is a viable erune for your Tezcat position who does attack. Her 1st skill is a nuke that will provide DEF down and give her stack of her own unique buff. The buff will stack every time she attacks, up to 10, but will be lost if she is hit; her 3rd skill will let her consume the stacks for up to 150% ATK up and 50% DMG cap up. Funny, her sister wants to be hit, while she



	<p>wants to dodge- but that means you can use them together, right?</p> <p>Nemone is voiced by Ayahi Takagaki. She voices Garuda in game and a fujoshi in Durararararararara!!!!</p>
 <p><b>Gandalf</b></p>	<p>Aletheia's kit is simple, two nukes and an auto-ignition. After ougi, the nukes can be activated twice. He is called Gandalf due to his appearance and his beard. His kids are SRs, Teena and Lucius, and he shares a cross fate with the former.</p> <p>His VA, Chikao Ohtsuka, has unfortunately passed away (may he rest in peace), so that's why he doesn't have any holiday lines. His son, Akio Ohtsuka, has carried on his work, though, so hopefully we'll see more of him in the future.</p>
 <p><b>Sara and the Ferocious Graphos</b></p>	<p>The world's toughest 9 year old, Sara is the best tank in the game. Her stand castle will allow you to survive lethal triggers with her damage cut, substitute and 1000% increase in defense. She works hard and definitely deserves a pair of shoes.</p> <p>Sara is voiced by Asuka Ogame. You may know her voice as the main character of Denpa Onna.</p>
 <p><b>Bully Fodder 2.0</b></p>	<p>Razia is a more offensive version of Sara. While Sara has amazing defense but sacrifices DPS, Razia can do a bit of both. Her passive gives her more defense and boosts her hostility, while her first skill gives her dodge and counter with more defense. Great to redirect aggro from Hallessena or Ayer. She has a crossfate with Bea, and they are both victims of bullying.</p> <p>This draph is voiced by Nozomi Yamamoto. You may know her as Rika Jougasaki from IM@S CG.</p>
 <p><b>Eustace (now Swole)</b></p>	<p>Eustace has the sexiest back in all of Granblue. <del>He is also the third sister of Melleau and Nemone.</del> After being rebalanced many times, he's finally gained a worthy buff and gotten rid of his charge bar eating mechanic that made him too slow to use. His short paralyze has also become local, for two turns- much more useful than that measly 20 seconds before! He now gains stacks when using his two nuke skills; each stack will give him a special ATK up, ougi DMG and ougi cap up. His second skill will now give a team crit buff instead of consuming to gain stacks. He can see some serious ougi damage, especially when used with Eugen and Okto, or with classes such as Mechanic, Samurai and Berserker, as well as serve as a buffer or that Tezcat slot for erune fanservice.</p> <p>Eustace is voiced by Kazuya Nakai, who also voices one half of</p>

	<p>Zephyrus in the game along with Aya Hirano (who voices his buddy Bea from the Society and has the same name as me). You may know him as eyepatch sexy from Sengoku Basara, Luffy's righthand man in One Piece or mayo-man from Gintama.</p>
 <p>Charmbot (Upgraded)</p>	<p>This charming phantom thief does her job well: steal the hearts of her opponents. As of the May 2018 buff, she has finally become more than just a charmbot! Her first skill will give her signature <b>entice</b>, an extra strong charm (or charm if entice doesn't pass) and <b>Nightsmoke's Prey</b>, a debuff that will be consumed by her third skill for an <b>anytime assassin</b>. Her ougi will also give <b>GUARANTEED TA</b>, which if timed well will give a guaranteed TA assassin. Not only that, but with her second skill, if her delay hits she'll get a boost to her charge bar, and her ougi DMG will be boosted. Entice is still a unique debuff as well, so if she manages to land both, that's <i>two</i> RNG checks the AI has to pass. Oh honey... I'm in love.</p> <p>Her EMPs and EMP skill (echo on charmed enemies) are also pretty nice, so she is a viable contender if you're using Tezcat.</p> <p>Cathy is voiced by Chiaki Takahashi. She voices an onesama from the original IM@S and a megane doctor from Blazblue.</p>
 <p>Why are you hitting yourself? Why are you hitting yourself?</p>	<p>The kid who has inspired the new age of dirt memes, Ayer is funny in that his first skill is literally the only usable one. The devs probably intended for him to be some counter beast, but all you really need is that one and maybe three if you're afraid of him dying or need someone to tank a one-hit ougi (MVP of octopus GW). His first skill has him punch himself in the face and lower his HP for a buff called <b>Guilty Break</b>, which boosts his attack as his HP lowers. His passive increases his DA and attack as HP lowers as well. With how enmity works and Titan grids, it's... pretty bullshit. If you are not a whale or unlucky (<del>like me</del>) he can push DMG cap in a magna too, and you can potentially see 1-2 million autos without BA/ODA. It's the new age of dirt, man. Thank god he's not limited anymore. Now if only he'd be nicer to his sister...</p> <p>His second skill allows him to dodge and counter for up to two times per turn until his charge bar runs out at the cost of not attacking. Which is why you'll pretty much never press it unless there's an emergency, although this skill can definitely save you in a pinch. His third lets you take one lethal hit, but boosts his hostility. It's also only one hit, so if he's targeted by Perilous Tidefall twice in Levi Omega, he's going to die.</p> <p>Ayer is voiced by Ono Kensho, who also voices Baal in game. You may know him as Hakuryuu Ren from Magi (<del>seriously they're</del></p>

	<p><del>the same character</del>), Banana boy from Diamond no Ace, the titular main character from Kuroko no Basuke, or everyone's vampire fantasy from that one Attack on Titan rip off.</p>
 <p><b>Marina and the Diamonds</b></p>	<p>Considered De La Fille's most usable SSR, this version is one of Earth's non-limited buffers and the most convenient one. Her first skill is a press and forget for a refresh, a shield and earth ATK up for 10 turns. Her two will buff ATK, DEF and DATA as well as heal and her three is a nuke that gives your party repel. Oh, and she has a passive that gives you casino chips, the most precious jewels of all.</p> <p>DLF is voiced by Chiwa Sato, who has also done roles such as an ojou-sama undine in Aria, the manager from Kuroko no Basuke, a frail girl from the Monogatari series and an Archer look-alike from Fate/Prisma Illya.</p>
 <p><b>Yggy</b></p>	<p>The most popular magna waifu, KMR was kind enough to make Yggdrasil non-limited. Her status as a primal also makes her useful for Tezcat compositions, adding to being a good buffer and tank. Her one will give ATK, DEF and charge bar speed up, her two will shield everyone in the party but herself and her three will give a heal, clear, and refresh. Her passive gives her increased hostility up and boosted ATK against water enemies.</p> <p>...Oh no. You wanted to protect her smile, but she's getting herself beat up all the time. Just like when you were punching her for SSRs. Look at how much she loves you.</p> <p>Ygg is voiced by auto-tune and a wind chime. Her birthday lines are a story actually narrated by Gran/Djeeta and might make you cry over how pure she is.</p>
 <p><b>Vasedadra</b></p>	<p>A member of Granblue's famed society and a good dad figure, Vaseraga's earth version serves as a hard-hitting tank. His first skill, <b>soul forge</b>, is his own unique buff that cannot be dispelled and gives ATK up, crit, hostility up, lessens DMG by half, choke (single target attacks become AOE's if applicable), and debuff immunity. Granted, it needs for him to consume 100% of his charge bar, but with his 30% charge boost (same as Altair's) and a 10% charge boost with his nuke, it's not too hard to bring him to that at the start of battle. He's great for Ubaha(HL), and more offensive than Sara and consistent than Razia. Now please.. Let's see a smile.</p> <p>Vaseraga is voiced by Fumihiko Tachiki, who has voiced an actual deadbeat father from Neon Genesis Evangelion, the "mastermind"</p>



	<p>in Zero Escape, and is currently narrating a barabait series called Golden Kamuy <del>like his character</del>.</p>
 <p><b>A Maiden in Love</b></p>	<p>Ilsa, also known as one of Granblue's rising popular spandex wearers, is basically gunslinger as a character. Each time she attacks, she consumes a bullet, and her ougi will allow her to reload them. Her first skill can only be used when she has no bullets left, inflicting plain DMG and a local petrified. Her two will inflict a nuke, consuming a bullet, and her three will consume all of her bullets to nuke and boost her DMG/DMG cap.</p> <p>She is voiced by Mie Sonozaki, who also voices Crimson Viper from Street Fighter, Japanese Moira of Overwatch, and apparently is Japanese dub Anne Hathaway.</p>
 <p><b>get out</b></p>	<p><del>WHY IS A WIND CHARACTER HERE</del> Korwa can still be one of earth's premiere buffers if you don't have anyone else. Please refer to the <a href="#">Wind Memeing 101 guide</a> on how to use her. Keep in mind that she will be less effective in Titan grids because of her normal modifier. Her buffs are also annoying to keep up and she's more suitable for long fights. You lose will lose a character for dps, but you can potentially see some groundbreaking autos (haha) if you bring her with your magna team, and she's an erune so she'll have a place if using Tezcat. If you have Eugen or Okto her buffs will be a lot easier to maintain as they can feed her meter.</p> <p>Again, said BahaHL MVP mentioned previously in this doc used Sarasa/Siegfried/Korwa with a magna earth grid.</p> <p>(The windmeme guide has her VAs, this guide is long and I am tired)</p>
 <p><b>what the fuck? seriously?</b></p>	<p><del>Okay, another outlier off element here. But Sochie's fire version has been seeing a surge in BahaHL MVP teams; her main gimmick is her third skill, that will boost the DATA of your party at the cost of not attacking and draw hostility. The hostility, however, will draw aggro from fragile enmity characters like Sarasa or Ayer or the hard hitter Halle. She also has a 60% Phalanx and dodge and counter, great tools for protecting herself and your team. Her dance at maximum stacks will give a 80% DA/30% TA buff, the highest DATA buff in the game (yes, higher than your beloved for some reason Korwa). Not attacking is a bonus for racing; you're probably dualboxing and you can see up to 3-4 turns of autoattacking in ten seconds and a huge dps increase, especially in raids locked by debuffs. She is a Titanlord's BFF (with Yuelsochie being OTP, of course), and can potentially be used in Grande setups using Six.</del></p>

	<p><del>Sochie is voiced by Ryoko Shiraishi who voices Loki in game. She also voices the Good butler from Hayate no Gotoku and a main character in Sket Dance. Please remember to support she and her girlfriend's mixtape coming out on October 25th.</del></p> <p>As of 12/14/2017, Sochie's MA buff only affects fire characters. RIP Titan's golden age, you will be missed.</p>
<b>Limiteds + That One Promotional Character</b>	
Only available during Legfes, limited promos/gachas, or flying to Japan and crying wondering why your life has come to this.	
<div></div> <p><b>Big Boss</b></p>	<p>Earth's only Legfes character as of right now (<del>hi Cain</del>), this version of Eugen is an upgrade from his story SR. His one gives hostility up with 3-hit dodge and counter at the cost of meter, another good way of redirecting aggro. His two gives an ally uplift while his three gives <b>3 TURN AUTO IGNITION</b> good for burst damage. Though bear in mind that his skills have long cooldowns. He also has a passive that gives stackable chain burst DMG-up and chance to massively crit. He has 3 crit nodes and another stackable attack buff as his EMP skill. Jeez, gramps. Go off.</p> <p>Eugen is voiced by Keiji Fujiwara, who is known as FMA's Maes Hughes, John Lennon in Hunter x Hunter and Sea Salt Ice Cream in Kingdom Hearts. Thankfully, his VA is feeling better to voice him again after taking a long break!</p>
<div></div> <p><b>Chicken</b></p>	<p>The Zodiac character of 2017, you better have snagged this cutie before the year was over! Mahira is the buffer that earth desperately needed (earth used to have like two buffers before more were added. And one of them was SR Gayne). She is earth's second potato so she is a stellar choice for your Tezcat. Her drum beats give buffs depending on the number of hits each ally lands on the enemy; at maximum they're ATK, DEF, DATA, and ougi DMG cap up. Her two is a nuke that provides DEF and earth DEF down, while her three gives 25% echo and ATK up. Do note that her three doesn't stack with Rage buffs. Her drum beats take a while to set up so she's more suitable for long fights... but she's so cute, gosh darn it.</p> <p>Makki is voiced by Mai Kadowaki, who voices Illya from the Fate series and a head from Nier Gestalt/Automata. She also has the cutest outfit that all the Zodiacs get and sparking her is how Cygames pays its employees. She has a ton of cute lines with her outfit, such as a tongue-twister and saying ouchie, which will make you want to protect her like your own daughter... and has voice lines with the other generals. Core, or what?!</p>



**Vira**

A summer limited, Vira fashions a cute swimsuit and some utility in her kit. She has a dispel that earth may need due to water loving nasty barriers (hi Neptune and Levi HL) that comes with a decent charm. She also has a small heal that's better than nothing. Her most notable skill is her three, in which her ATK is cut for 3 turns with an auto ignition for 1 turn and sharp boost in ATK for another 3 turns. Her ougi has a dark echo, good for breaking cap.

Vira is voiced by Asami Imai, who voices Makise from Steins;Gate, the idol who made you bawl your head off in the original IM@S anime and a girl too good for Jin Kisaragi from Blazblue.



**Eustace (Halloween)**

Back fetish electric boogaloo, Halloween Eustace used to be easier to use than his regular SSR, but now serves as more of a skin and a somewhat decent buffer. Instead of using his meter to gain stacks, he will gain them with every turn and by using 2 of his skills. His ougi will consume them for increased ATK, ougi cap and ougi DMG and provides a local paralyze. However, you have to watch to make sure he doesn't reach 10 stacks or he'll inflict a one-turn paralyze on himself. One of his skills also buffs DA and Earth ATK up for the entire party.



**Clarisse (Christmas)**

Clarisse can cap DEF down with her stacks, and also has an "Atomic Breakdown" field effect where her stacks can also provide DMG cap up. Do bear in mind that this only helps IF you hit the cap already, but hey... Dokkan is core.

She is voiced by Ayane Sakura, who also voices a lot of characters in another jpn mobage called Chain Chronicle.





**Linksmate-chan**

Ah, yes. Medusa. Thankfully, she's not spectacular but she's so cute that you might actually find it worth it to fly to Japan to buy her. She has a mechanic called "Stare Stiff" that applies an effect like Charm/Fear/Forfeit, but it builds up resistance quickly. She also has a dodge and counter and guaranteed TA skill with long cooldowns. At least she has a cute pout and can be used for Tezcat.

Medusa is voiced by Kaori Mizuhashi, who is a tsundere professional. She voices a tsundere from Grisaia, a tsundere from

	Baka to Test, a tsundere from- well, you get me.
 <p><b>I've Had Enough Of This Kid</b></p>	<p><del>Look he's with the limited SSRs because he's good I'm not biased</del></p> <p>Yup, this kid came as a limited SR during the 2017 summer campaign. His numbers aren't as high as his SSR but they're still pretty good and you can actually press his skills now. His one is pretty much the same as his SSR's but costs more HP and is less versatile, his two gives him a dodge and counter for 3 hits, and his three gives him boosted hostility and an increase in DA. His passive also gives him higher chance to dodge the lower his HP is. Man, imagine if we got his EMPs and skill kit for his SSR. If only.</p>
 <p><b>Tfw you will never have any version of Medusa</b></p>	<p>Another restricted version of Medusa, this version of the world's cutest tsundere is at least available to all instead of just the player base in Japan. Her first skill has the stare stiff mechanic again, as a local debuff, as well as an earth DEF down at the price of your charge bar. Her second is a nuke that will cast poisoned and boost her DMG cap. Her third will give all allies a repel, and if the foe uses a special attack (ougis or a trigger is activated), your party will gain 50% charge bar, and ougi DMG/cap up buffs. Not that great for a limited, but her snakes have ribbons and she's a magic girl... so really, you know why she's absolutely core.</p>
 <p><b>Bro</b></p>	<p>A complete shock to us all during April 2018's flashfest, wallets and savings everywhere cried as Alexiel (Brodia in Japanese) <del>plagued</del> graced us with her presence. It goes to show that you can never prepare yourself for Granblue's antics. Nonetheless, though she's a defense character, she packs quite a punch, and is a huge upgrade from Sara if you're looking for someone who doesn't just tank. She has her own phalanx with her one, her two is a nuke that provides veil and a one-turn invulnerability, and her three is a nuke that gives her a stack of <b>Mirror Blade</b>, her unique buff that will boost her ATK, DEF and ougi DMG. Her ougi also gives her more stacks of Mirror Blade. Her passive also provides an additional 30% earth ATK up if they are buffed by earthATK already. Her skills have long cooldowns, but she hits pretty hard and well... Granblue knew what they were doing to our funds as soon as they released her. Thanks, KMR. <del>Please not Grimmir next.</del></p> <p>Our favorite 120% summon is voiced by an indie VA named Aya Hirano, who also voices Bully Victim 1.0 and the pretty half of Zephyrus in game. She has also voiced GOD from TMOHS, a main character of Lucky Star, the main character of Fairy Tail, a</p>



	gothic lolita of Death Note, a pair of lips from Parasyte and a sweetheart of Yakuza 4.
<h3>The Eternals</h3> <p>Making an Eternal requires going through a lengthy process to upgrade a Revenant Weapon. It's a free way to get a character but make sure you're up for the grindblue and pace yourself. <b>Don't just do it because everyone else does it, make sure it's WORTH IT FOR YOU.</b> If you want either of them for their damage and think it's worth it, go ahead. If you love them but don't really play earth and think it's worth it, go ahead. Don't make yourself hate the game just because you're doing what everyone else does.</p> <p>Anyways, the <a href="#">wiki page</a> about them contains the steps needed to get one. I will talk about their 5*s briefly in the next section.</p>	
 <p><b>Sarasa/Thalatha   Threo</b></p>	<p>Earth's most iconic Eternal, Sarasa can be referred to in 3 ways (like her number). She is also nicknamed as "Cake" for her love of cake (and food in general). She is so widely made because of her signature skill <b>GROUND ZERO</b> that will induce plain damage at the cost of reducing her HP to 1%. It caps at around 820K and gives her a 3000HP shield. That's enough to make a huge dent on your magna hards (sorry Yoda) and will make you a wanpaning master. Her first skill will also restore her HP around 3000HP if you're at red health. She is one of the two characters in Earth who can trigger their own enmity (the former being Ayer). With her ougi on sword form, she will also give 999,999 plain DMG. Sheesh, talk about eat or be eaten.</p> <p>Our badass draph is voiced by Minami Takayama, who voices the titular character of DETECTIVE CONAN, Rantarou from Nintama Rantarou, Moomin and a badass lady from Yu Yu Hakusho.</p>
 <p><b>Okto/ Eahta</b></p>	<p>The other draph Eternal and token samurai, Okto is a distant relative of one of Granblue's favorite oneesan characters and serves as Funf's father figure. He isn't made as often but that doesn't mean he's not good. Sarasa is made for her QOL but she can be fragile while Okto is tailored for meter-hungry playstyles and is more consistent. His first is a crit and ATK buff that costs some meter, his second gives meter to the entire party and his third drains the enemy's meter to give himself a 30% charge bar. He can be part of the "old man ougi team", a team made up of him, Eugen and Aletheia, that would constantly ougi thanks to their skills. Be sure to get hyped for his and Narmaya's event together before the end of 2018!</p> <p>Grandpa is voiced by Banjo Ginga, who has voiced some dudes from MGS and VEGETAAAAA from Dragon Ball.</p>
<h3>5* Eternals</h3> <p>Upgrading your eternal requires making <i>another</i> Revenant Weapon and grinding for a silver relic only for your hard work to be reduced. However, this is endgame content and the power and benefits you may reap are heavy. It's a lot of work, though, so it's up to you if you want to work for it. Again, <b>make sure it's worth it for you.</b></p>	



**Cake (steroids version)**

Being the Eternals' Berserker, our favorite hungry cake-lover becomes the DPS queen at 5\*. Her **GROUND ZERO** now caps at 1.2 million and gives a earth resist down, enough to take down most hard raids save for Levi and Celeste (SORRY YODA). Her rage and agitation skills also give more buffs, such as increased crit and a 70% echo respectively. The plain DMG from her ougi also goes from 999,999 to 1,999,998. To add some overkill, her ultimate skill is a **4 TURN AUTO IGNITION**, allowing for some intense burst damage and possible MVP cucking. LET HER EAT CAKE.

You would think that Magna II would make her less useful, but really, that's not true at all. She is still a DPS queen, although her Ground Zero enmity is not as useful- really, it means you don't need to press GZ and keep up your enmity, because she will cap at full HP. Healing is also less detrimental and if you care about racing, less button clicks are always appreciated.



**please stop praying for my grandpa. you are making him too strong. he broke out of the hospital and the cops cant get him. hes too powerful.**

Okto truly becomes one with the samurai class in his 5\*. His first skill will give him an even stronger crit buff without the cost of meter, and will give him another buff called **Arda Favra** that will increase his ougi cap and DMG cap depending on if he ougis once or twice. Each time you leech meter from the enemy by pressing his three, you will gain ATK, DATA and echo buffs that stack up to five. There's a bit of a cooldown, but these buffs are permanent. His ougi also will give 20% earth ATK up, while his ultimate is a self-uplift that will pretty much allow him to ougi twice for a couple of turns. *Talk about a chargeable battery.*

With Magna II's newly introduced stamina builds, 5\* Okto is seeing an increase in popularity and the damage output he can potentially produce is absolute bullshit. New tools introduced to make ougi-ing more appealing are also promoting him. Fortunately, Sarasa and Okto can work pretty well together- having both 5\* Eternals and new Magna II builds, you will probably top the charts in DPS.







### Notable SRs and Rs








Dirt has a lot of really good SRs when you're just starting off. You can honestly survive for a while without SSRs so don't worry if you're lacking. I mention a few with some good support abilities, some niche uses, some populars, trivia and faves.



**Big Boss (SR)**

This version of Eugen is the free story SR. With auto ignition, a decent nuke and dodge, he's a decent attacker starting out. He is part of the old mang gang.

	 <p>As of 9/26/2017, he can be uncapped twice after MLB and 97 story chapters for a fancy skin and some tears.</p>
 <p><b>Cain</b></p>	<p>Cain is one of the new story SRs. He's locked behind 89 chapters of the main story and extremely difficult story bosses, so not very beginner-friendly. <del>His brother is also hotter than him.</del> However, his SR does provide some decent damage.</p>  <p>Please try not to hate him despite the VA, he's a good boy (probably).</p>
 <p><b>Jin</b></p>	<p>He is part of the Balmy Breeze side story, a free SR you can easily obtain at any point in time. Decent attacker, transfers meter and part of the old man gang.</p> 
 <p><b>Reinhardt</b></p>	<p>Soriz is one of the three gacha SRs who can be 5*'d. He's a good attacker if you don't have an SSR to use. He is the last member of the original old man gang.</p>

	
 <p><b>Gayne</b></p>	<p>Gayne is one of the three gacha SRs who can be 5*'d. She provided buffs back when earth had only like, two SSR buffers, and her DMG is pretty good for an SR. She can be found dancing and/or smacking around her good-for-nothing "partner".</p>
   <p><b>Anzu, Kanako, Airi</b></p>	<p>Anzu, Kanako and Airi are part of the Idolmaster Cinderella Girls collab, which used to be rerun semi-frequently since Cygames owns both Granblue and Starlight Stage. It hasn't been rerun in a while, but do take note of them the next time it comes back, they're all decent and free. Damage wise, Airi is probably your best one, but Kanako is also able to make potions.</p> <p>Anzu's sprite is featured with fellow idol Kirari and her ougi will have her giant girlfriend smash the enemy to pieces. She also has a dispel, which can be good utility if you need it. If you have the Kirari summon, her first skill will reset its cooldowns because Ankira is good. A player who goes by the name Kirari (諸星きらり) is also <a href="#">known for being a famous troll around in HL raids</a>. And yes, they are still around, so beware during magfes.</p>
 <p><b>Jessica</b></p>	<p>The angsty little man's older sister. Jessica was made to be used with Ayer's SSR, if you intend to use him as a countering monster (you don't though). However, her passive gives a boost to the attack of males against water enemies so if you're fighting on element, she's great support for a sausage fest.</p>
 <p><b>Jasmine</b></p>	<p>Jasmine makes green potions (if you have her EMP skill unlocked) and has veil to cheese Fenrir with. Your resident dog tamer.</p>





**Jamil**

Former assassin and current good boy, Jamil is marked as a Special character but hits hard with his anytime assassin and echo on ougi if ougi-ing with his assassin in effect.

He is voiced by Nobunaga Shimazaki, who is also known as a fujo magnet from Free!, a sleepy boy from Diamond no Ace and an angry man from an indie mobage called Fate/GO. He is BFF with a certain GBF whale VA. Ono Kensho also told him to ticket Ayer back when he was limited.



**Gordon Ramsay**

Redluck provides unique debuffs with his skills at the cost his HP. His ougi will mitigate that with a heal. He's a pretty good SR for starting out.



**Yaia**

The purest little girl, earth's 3rd SR 5\* and great buffer for an SR. Her ougi will provide ATK and DEF up, as well as chain boost DMG/cap up after 5\*. Her passive will also provide crit after 5\*, and she has an ATK up, self DATA and a refresh. All in all, a daughter who wants to see you smile.



**Oghren**

Has a 40% cut Phalanx and a substitute with a 20% cut. Good tank when starting out.



**Anthuria before Anthuria**

Gains different buffs depending on if you're playing as Gran or Djeeta. Has stackable ATK up and buff for 1 ally.



**Wine Aunt**

Veil is always good to have. Also one of the most popular SRs (I'm afraid of being killed if I don't put her here).



**Ladiva**

Ladiva is Queen and that's all you really need to know. She charms everyone. Literally. All of her skills have charm. Hi Cathy.



**Childhood Friend Trope**

Almeida isn't remarkable but she does have a stackable DEF down. She is mentioned because she's Io's childhood friend and they have party banter (which makes her core in a different way). She also has unique dialogue for Vaseraga but senpai doesn't notice her.



**BIRDMAN**

He has an anytime assassin and serves as a good attacker for an SR. Birdman event, when?!



**Chicken (but Smaller)**

Free from the Auld Lang Syne event, pretty much a bootleg of her SSR except without the DMG cap up buff.



**Camieaux/Kumuyu**

Her 2nd skill does plain DMG, good for slimeblasting. She also has party dialogue with her two oneesans, Cucouroux and Silva.



**Walder/ Glitch Guy / Best Boy**

Walder is the first R you get from the GBF tutorial. It's known for a bug, in which if you're uncapping a character his silhouette might appear instead of their first art. ~~His backstory made him best boy and was possibly one of the saddest events in Granblue~~

