

Tips on Heroes

As you unlock more content and harder difficulties in the game you'll find you need specific heroes to even be able to enter that content

Notably for Dispatch you'll need 2x 2' or lower units and for Exploration you'll need 25x 3' or lower units (can't be same as Dispatch)

For Challenge, in Side Story you need 2x 1' units, and of varying elements, so roughly ~12x 1's total, but you also need specific 3' units as well, so keep all 3's

For Marica difficulty in Daily Sandstorms you need 4x that days element, so a variety of units leveled up for that

For special difficulty you need to match units with 4 different traits and have 5 of the element on weekdays, see Special tab for more info

Aside from elements, 1' and 2' are all basically the same stats/skills as their other counterparts in the tier, the exception is that some interact with certain buffs/debuffs, so if you're going to level some up for Dispatch or Side story, pick ones that synergize with your units (or hopefully future units)

- 1' Marca: Nothing special
- 1' Underwaters: Can Walk ability when Tranquil (Bathory), allows them to destroy 3 guardian stones regardless of type when they attack
- 1' Yellowhood: Silence and Mana Burn when attacking Charmed (Jina) enemies
- 2' North von Elite: Mana Burn all mana from enemies with Fear of the Abyss (Shufraken)
- 2' Rooster Elite: Stun enemies who are Charmed (Jina)
- 2' Lenombe: If has Command (Garff), barriers self and ally after attack
- 2' Maritime Elite: If has Tranquil (Bathory), does bonus damage for each mana enemy has
- 2' Elbow Elite: If enemy is Disheartened (Ruchel), attack will always crit
- 2' Saint Elite: When attacking, if does not kill gives enemies Execution, if kills gives allies +2 mana
- 2' Eald Elite: Nothing special
- 2' Falcon Elite: Steals mana if Enemy is Disheartened (Ruchel)
- 2' Frost Elite: Afflicts DOT to attack if enemy has Fear of the Abyss (Shufraken)

Special difficulty dungeons are unlocked after you complete their corresponding Maniac difficulties.

On top of requiring 5 units of a given element, they require units with specific traits: element, rarity, role, gender

Almost 3s or 4s can be used as requirements for Special Dungeon though that doesn't mean you want to level them all either.

For example one requirement is a male, rare, Fire, warrior. This matches four units, Zeon, Amedon, Clement and Fames.

If you were to level Zeon, you no longer have a specific need for Amedon, Clement, or Fames (not to say they couldn't be useful for their actual skills, etc)

Below are all the current options for required units, highly recommend focusing on Sat/Sundays first since they have no elemental requirements so are most flexible to build for and happen twice a week

Day	Element	Exp	Spirit	Gold	Solar	Lunar	Blessing	Avarice	Dragon
Saturday/ Sunday	Non-Elemental	Kaya	Risis	April / Cybele / Leger	Luke	Corgi	Sefer	Adams	Brook / Deva
		Zeon / Amedon / Fames / Clement	Deva / Yao	Nika	Nero / Vinity	Astarte	Heowen	April / Cybele / Leger	Kirina / Sharpei
				Liffy				Pan	
Mon	Light+Dark	Minea / Tereia	Wilkes	Freesia	Buck	Nermash	Iris	Metron	
		April / Cybele / Leger	Kale	Hawkeye / Firis	Eclipse	Yulled/Kasoke	Yulled/Kasoke	Minea / Tereia	
				Wagni				Sernado	
Tues	Fire	Hekin / Jean / Deradan	Kalinent / Tentol	Guter	Carlos	Hekin / Jean / Deradan	Oos	Scarlet	
		Hekin / Jean / Deradan	Tomedes	Pitbull	Zeon / Amedon / Fames / Clement	Kalinent / Tentol	Zeon / Amedon / Fames / Clement	Annie	
				Zeon / Amedon / Fames / Clement				Zeradin	
Wed	Frost	Godin	Seir	Reedmarie / Monica	Topaki / Dio / Molot	Weiler / Zetok	Robert / Afos / Genoi / Gregory	Lepin	
		Robert / Afos / Genoi / Gregory	Patrick / Santos / Maxim	Alexei	Topaki / Dio / Molot	Kamodin / Bellum	Weiler / Zetok	Obellia	
				Kamodin / Bellum				Spica	
Thurs	Nature	Navid / Blaska	Venato	Bongkoos / Kinberra	Iden / Forbeta / Mamanti	Gale / Gellmann / Asiki / Tashume	Berol	Griesel	
		Eorile	Lucinin	Nero / Vinity	Iden / Forbeta / Mamanti	Navid / Blaska	Edith	Karin	
				Iden / Forbeta / Mamanti				Bongkoos / Kinberra	
Friday	Machine	Mirry / Colossal Drill	Colin / Morris / Vincent / Duman	Fergie	Colin / Morris / Vincent / Duman	Colin / Morris / Vincent / Duman	Glenn / Amo	Bayer	
		Ulrich / Alos	Glenn / Amo	Yorm	Ned / Raferit / Leto	Ned / Raferit / Leto	Ulrich / Alos	Zerienne	
				Ned / Raferit / Leto				Ivan	

Below are the 3* and 4* units that are **NOT** required for any special dungeons and therefore **NOT recommended** to level/upgrade early on:

Fire	Frost	Nature	Machine	Light	Dark
Otard	Degas	Bentel	Duncan	Liechtenstein	
David Johnson	Timur	Tantalo	Lyungen		
Laman	Hachion				

Elements give special traits at 5* and above, these are:						
Fire	1 mana created for every ally or enemy critical attack					
Frost	1 mana created for every ally or enemy block					
Nature	1 mana created if HP below 30% at start of turn					
Machine	1 mana created if HP is 80% or higher at start of turn					
Light	Permanent 1 mana if all allies are alive					
Darkness	1 mana created for each dead ally at start of turn					
Roles determine the basic way to generate mana:						
Attack/Chaos	1 mana created when you attack					
Defense/Support	1 mana created when you are attacked					
Guardian stones are random for each character, you can have dupes with different stones, they also have different effects when broken:						
Fire	All hits against you will be criticals					
Frost	All damage will ignore defense					
Nature	Receives damage each turn % of max HP					
Machine	Break duration increased to 12 turns					
Light	Attacker heals for 30% of damage done					
Darkness	Attacker gains 1 mana					

Daily to-do list, these are in order of quickest, to more difficult

To-Do List:			
Send Alliance points			
Attend Air Squadron			
Go to city, get login bonus, bet on pvp			
Do world Daily Quests			
Talk to Travelers, fix airships, explore forests while doing above			
Kill Grave Robber Garotte			
Send Dispatch/Explore missions			
Do Sanctums, EXP>Solar/Lunar>Gold>Spirit>Blessing>Avarice			
Upgrade your heroes/gear with rewards from all the above			
Do Holy Dragon raid			
Do Hero Battle and Side Story			
Do daily PvP			
Do daily free Colisseum (only open every other week)			
Online Explore til you kill Gale (use high hit or multi-hit units)			
Offline Explore to level up units for tomorrows Element			
Do more PvP			
Progress in Story/Lab when low on levistone/tickets			

	Gold FC	Black FC	Fated	Other				
Gold FC Banner	0.625%	0.374%	3.00%	96.0%	(does not include pity)			
Premium	0.250%	0.751%	3.00%	96.0%				
SoC % at start	0.200%	0.400%	2.40%	97.0%				
Black FC Banner	0.075%	0.925%	3.00%	96.0%	(does not include pity)			
String of Creation #	1	2	12	485	500			
Given the above numbers and that Gold FCs are generally the best units, it's best early on to only pull on Gold FC Banners (if the unit is good).								
The exception to this is that if you already have a Gold FC from a set, the Blacks from the same set synergize well with it, so can be worth pulling on those matching Black banners								
Once you have a good mix of Fated/FC characters already is when headhunting specific ones in SoC starts to become worth it								