

I'm human



Epic 7 best level guide

Epic seven build guide. Epic seven beginner guide 2023. Epic seven beginner guide. Epic seven level up heroes. Epic seven best units.

Hey r/EpicSeven community! We're Game8, and we're stoked that you're here to share your thoughts on 'Epic Seven'. In this guide, I'll be sharing some common milestones and content for new players to aim for in their first few weeks playing the game, as well as some tips to help avoid common mistakes. First off, don't sell or use 3* and above Heroes as promotion fodder - there are plenty of strong ones out there. Instead, imprint excess heroes (up to SSS) to get additional stats for allies or themselves. You should also keep an eye out for reputation quests that reward Covenant Bookmarks, which you can use to upgrade your heroes. As for Artifacts, keep 4-6 copies of Daydream Joker and 2-3 copies of Exorcist's Tonfa. The rest? Sell it if you don't want to keep it - just make sure to hold onto at least one copy of each 4* and above Artifact. New players should also join a guild ASAP, even if it's not very active. Guild Shops refresh weekly and offer useful resources like Brave Crests, which you'll need to unlock Furious later on. And don't forget to be mindful of where you spend your Skystones - they're the premium currency in this game. Here are some top spots to spend your Skystones: 1. Secret Shop: it refreshes at higher ranks and offers Covenant Bookmarks and Mystic Medals with slightly better rates than buying them directly. 2. Epic Passes: if you can complete it on time, Epic Passes are exceptionally valuable for the Skystone cost. 3. Hero/Gear Inventory: this is where you should spend your Skystones to get the most bang for your buck. That's it! I hope you find this guide helpful in getting started with 'Epic Seven'. Happy gaming! **Must Buys vs Optional Items** The article provides guidance on the worthiness of various items in a game, categorizing them as "Must Buy" or "Optional". For example: * Buying Covenant Bookmarks is considered decent value, especially if you can't refresh secret shop. * Stamina Refresh is only recommended for endgame players who need gear more than heroes. **Prioritized List of Must Buys** A prioritized list of must-buy items includes: 1. Unknown Slate 2. Molagora Seed 3. Energy Arena Flags **Additional Recommendations** The article also recommends buying certain items, such as Malicious Bug Charm, Seasonal Arena Gear, and ML 5* Hero, when they are available. New players shouldn't feel pressured to reroll for a perfect hero start, A or S tier 5* Hero can suffice for progression. Focus on a core set of four heroes early on, as resource availability is limited. Heroes with transition potential for other content, like Wyvern Hunt, are recommended. Some essential heroes include: - Montmorancy: An excellent healer post-Specialty Change, ideal for frontline tank/healer duties in Wyvern Hunt. - Alexa: A top DPS choice for Wyvern Hunt, easily upgradable to a usable level. - Furious: The best support for Wyvern Hunt, highly recommended for all players to obtain from connections. Farmer heroes can be used in general teams, significantly speeding up battles. Vildred and Arbitr Vildred are strong farmer options, with the latter being extremely rare. Free Spirit Tieria is a 4* Moonlight Hero given freely to all players, highly recommended for those without Vildred or Arbitr Vildred. A suggested team composition includes a 5* hero from Selective Summon, one farmer, Montmorancy, and Alexa, with Alexa's position being flexible for completing story missions. Three-star heroes like Montmorancy, Kluri, Doris, and Ras have impressive Specialty Changes that new players should aim to build if they possess them. New players should also complete the Adventurer's Path and its variant "Beautiful Pursuer" to receive rewards as they progress through the game. For building Free Spirit Tieria, a strong farmer, progression in the early/mid game can be tied to Adventurer's Path. After getting a Selective Summon result, start progressing through Story Mode while completing three side missions for additional rewards. Players should quickly clear the first Adventurer's Path "Aspiring Adventurer" (1-7) and introduce Spirit Altar, Labyrinth, and basic Hero/Gear Enhancing. Spirit Altar is crucial for awakening heroes but is not essential for new players until later stages. Labyrinth provides daily entry tickets with a limit of three. While early labyrinths are invaluable, later areas in "Nixied's Sanctum" offer useful gear. The "Azmakalis" raid offers weekly/monthly valuable gear/currency. This Path is similar to the previous one and can be easily completed while progressing through Story Mode 4-4, introducing Arena, Abyss, Hunts, and Crafting with Hunt Materials. Arena provides weekly skystones for mid/endgame players; new players should clear hourly arena entries even if they don't win. Abyss offers daily entries without rollover, and Hunts provide gear and valuable resources. Crafting uses crafting materials dropped in Hunts to craft specific gear. New players should continue to progress through Story Mode up to 7-10, focusing on unlocking Furious and building a Wyvern Hunt team. The Wyvern Hunt is the best hunt for most players to farm, dropping gear with Speed Set, useful for heroes. For an in-depth guide, read the Wyvern 13 Team Guide. Hunts will be farmed constantly by all players when they have stamina or during Hunt Buff Events. Azmakalis contains five bosses, which offer tokens that players can exchange for equipment or other items. The raid resets every week, and it's recommended to clear all five bosses each week to receive the rewards. For more information on the Normal Raid, refer to the in-depth guide. For new players, it is not recommended to complete any stages in the 3rd Continent Eureka until later, as this will move Urgent Missions to that continent instead. Unrecorded History (UH) is part of the Ritania storyline and takes place before Cidonia. New players can start progressing through UH to gain additional resources. At this stage, players should have set up their teams to complete Wyvern 12+ Hunt, Normal Raid, and completed Cidonia 10-10. With their current heroes, they should be able to climb to at least Gold rank in Arena, which will provide a source of Skystones weekly. The next hunt, Azimanak, drops the Unity (Dual Attack Chance), Immunity, and Rage sets, which are extremely useful for players hoping to enter competitive PVP and endgame PVE. Recommended hunts to farm with Wyvern include Azimanak. New players may struggle with advancing Abyss floors, so they can consider building heroes who can "cheese" these stages. Heroes like Kiris, Schuri, and Spectre Tenebria are highly effective in these situations. Players should focus on farming gear in Wyvern/Azimanak Hunts, improving their PVP teams, and working on specialized heroes for specific content. Joining a guild that participates in Guild Wars can provide the main source of Mystic Medals. Players should also work towards completing Hell Raid, as its rewards are valuable for later stages. Most players hitting Abyss 100+ are frustrated with the loot in Hunts, trying to upgrade and equip their heroes with reformed gear. Despite having plenty of content to work on, especially Endgame players should aim for Challenger rank in PVP by now. For those who own Kitty Clarissa, Tamarine, or Cermia, Hall of Trials can be an engaging challenge. The 13th Banshee Hunt is a recommended starting point due to its potential for decent loot, particularly the Destruction set. Once all content is completed and Arena Challenger is reached, players often expand their PVP hero pool or build specialized teams for Hunts or Hall of Trials. The true value lies in shared experiences rather than solely focusing on Endgame. For those struggling to beat 10-10, completing side activities like daily hunts, labs, businesses, and spirit altars will help reach level 50 quickly, but getting heroes six-starred requires a significant amount of grinding, particularly after world difficulty is unlocked. Saving stamina becomes crucial for this process. Some opt to waste crystals for extra stamina, which can be an effective strategy if done correctly. To maximize hero leveling, especially for Marina or fighters like Phantasms, fewer units in a team lead to more XP. Max-level heroes also receive less XP than non-max heroes, making it efficient to level multiple lower-tier heroes at once. A typical party composition includes one max-leveled unit as the core DPS and the rest as fodder. This strategy allows for quick leveling of multiple heroes without overloading on Phantasms due to their color restrictions. People have different opinions about Clarissa and other heroes being highly valued since they're often used as lie helpers. In reality, they become top tier when your end game time is mostly spent grinding with them. These heroes can be very useful in various situations like using Mildred for harder content or levelling up fodder. However, it's hard to clear stages reliably. When focusing on leveling one hero fast, the strategy involves having that specific hero as the only helper because they don't factor into the experience penalty. This makes all XP go towards the hero you're leveling up. To gain the most XP, there isn't a great specific spot. It's generally better to grind stages that also drop catalysts needed for heroes or quests. You can check region info to see what mobs drop which catalysts. Mini-lab places and story are likely better for catalyst drops but suck for in-stage experience games. Cracks in the world might be the best XP per minute, requiring heavy hitter characters or reliable helpers like Ravi and Sez. They cost 40 stamps but have about on par experience with claiming four stages that cost 10 stamina. Event defense stages are also a good option, costing 50% more stamina. The experience difference between event stage and world difficulty is less than 1000. Events will likely be similar in the future, focusing on highest possible stages with many mobs or catalyst drops. Manual play might be necessary if using helpers like Sez or Clarissa into defense stages. Killing mobs first before the boss can reduce damage over time. Stuck on world stage 16? No worries! Level 50 helpers like Clarissa can help with stages 15 and 17, but Vildred is a game-changer when it comes to destroying everything. Stage 19 rewards around 10,000 XP for minimal effort, making it quick and efficient. However, the drops aren't that impressive, whereas stage 18 might surprise you with epic catalysts and jobs fangs. The hardest part? Finding the right helper or leveling a decent hero without dying immediately. So, pick your poison between helpers like Vildred, Clarissa, Lorina, or even Ravi. When it comes to six-star heroes, Sez, Ravi, Vildred, Clarissa, and Lorina are usually top picks for farming. Lorina is particularly effective as a boss killer in hunter abyss. A final tip: expand your inventory slots to at least 100 - 50 just won't cut it when farming for fodder. This will save you time managing heroes and artifacts. It's a one-time investment that pays off, especially considering you'll earn more crystals in the future.