Timing on Name selection

## Pompom Village

Floret Lane1: 3 Enemies | **equip novice shield**

LVLUP: STR,AGI,VIT

Floret Lane2: 3 pups, 1 archer | 2 logs

LVLUP: STR

Floret Lane3: 2 waves | 3ceruleaf

LVLUP: 2STR, put all blue and green in potion

Floret Lane4: 3 waves | 3copper,3puff

LVLUP:2STR

Floret Lane5: 4 waves + big dog | **equip garb**,1puff

LVLUP:2STR

Timber Forest1: 2 waves + boss | 3wolf,1sage

Timber Forest2: 2 waves | 1log, **equip dagger**

LVLUP:2STR

Timber Forest3: 3waves | 3copper,3log

LVLUP:STR

Timer Forest4: 2 waves | //till here easy survive

**Upgrade potions**

Timber Forest5: 2waves + boss | **equip helmet**, 1sunblaze //1270g, 9gems

LVLUP:2STR

Cutscenes

PompomPasture1: 2 waves | 2ceru,1log

Receive tutorial: 3pufff,2copper

**Upgrade potion**

PompomPasture2: 2-3 waves | 200g,2log, **equip shield**

//death, either more VIT or one farm of timber path, or equip + upgrade

//test dagger+1, garb+1

LVLUP:STR,VIT

Cutscenes, **equip sword skill**

PompomPasture3: 3waves | 1log,1wolf

While heal: potion

PompomPasture4: 3waves | 1ceru,1log

LVLUP: STR,VIT

PompomPasture5: 3 waves | 200g, **equip armor** //very close to death //maybe upgrade upgrade armor x1 //at this point 35gems ,16,2,1,4 stats

CreekTrails1: 2waves | 1log,1puff

LVLUP: STR,VIT

CreekTrails2: 2waves | 1wolf,1sage

CreekTrails3: 3waves, 150HP needed | 2ceru,1sage,**equip shield**

LVLUP: STR,VIT

CreekTrails4: 2 waves | 1log

CreekTrails5: 3 waves + boss steal | 300g,3copper, **equip helm**

PerollaFalls1: 2waves | 2copper, 1log, **equip combat mace???**

LVLUP: STR,VIT

PerollaFalls2: 2waves | 1sage

PerollaFalls3: 3waves | 1ceru,1puff

PerollaFalls4: (280 barely) waves + boss | 1copper,1puff

LVLUP: 2STR

Update potions last time

**Equip shield skill**

PerollaFalls5: 3waves | 1puff

//6240g, 21,2,1,7 ; 59gems +2missions

## Shello Bay

AzureAvenue1: 2waves | 1ceru,1siren

AzureAvenue2: 2waves | 1copper,1wolf

AzureAvenue3: 2waves + crab | **equip dagger**,800coin,2bag

Upgrade dagger x3 // maybe only 2x or 1x , costs lots of money

AzureAvenue4: 3waves | 1copper,1puff

LVLUP: STR,2VIT (or lvlup earlier 2VIT instead of 2STR)

AzureAvenue5: 3 waves with crabs; need full HP | **equip shield**,900coins,2copper

//gem recover, shield +1

TODO farm Azure

Shellshore1: 2waves,one big | 1cuuvie

Shellshore2: 2 waves | **equip helm,**1000g,1chuuvie

Helm +1

Shellshore3: 400 barely | 1bag1siren

Shellshore4: not max | 1log1siren

Shellshore5: 336 | **equip shield**

LVLUP: STR,VIT,AGI

Upgrade shield +1

TODO farm shellhore

CoralCoast1: 1bag

CoralCoast2: dangerous | 1bag1claw

CoralCoast3: instant charge attack , FULL HP | 900g1log **equip helm**

LVLUP: VIT,2AGI

Upgrade helm +1

CoralCoast4: not much HP needed, 300 | 1sage1siren

LVLUP: 2VIT

CoralCoast5: FULL HP | 2copper, **equip chest**

**Upgrade chest+1**

SirenShore1: 3rd wave charge, 500 | 1log1sage

LVLUP: STR,VIT //LVL20

SirenShore2: charge after bigboy | 900g, **equip shield**

**Upgrade shield+2**

SirenShore3: charge after 2 crab | 1claw1log //upgrade potion health if 10+ angel wings,next 15+

SirenShore4: charge after 2 pirates | 1wolf1claw

LVLUP: STR VIT

SirenShore5: 3 charge each wave | 2angel **equip helm**

**Upgrade helm+1 //shield > helm upgrade**

**LVL some routes… sirenshield +3**

TroveCave1: 1 charge with pirates | 1log1ceru

LVLUP: STRVIT

TroveCave2: charge 2,3rd wave |1claw,1scale

TroveCave3: charge each wave | 1wolf1siren

LVLUP: STRVIT

TroveCave4: lots of chargers | 1bag,1ceru

Seagleam shield +3, in case of missing material buy in shop with gems or mats

TroveCave5: full HP, double charge 3rdwave , Boss: shield shots,after 3rd stunned into charge

LVLUP:STRVIT

## Griffondell

Shop: need flithelm + silverbar = reset with gems if not, FIRST BAR needed + money or coppers; also might buy flit mats with gems

BreezyBroadway1: 2ore,3log

BB2: 1claw,1siren

BB3: shield;dont equip

LVLUP: 4AGI

BB4: 1agreb,2ore

//CopperBar: 10ore,600g

//Mistral Dagger = 80k, 12leather,8dand,3silverbars 83700 gold, 97 Silver Ore, 122 Camphor Log, 25 Leather Scraps, 2 Zephrite Total: 164k, 8dand, 27leather, 122 log, 97 ore

//Flithelm = 21k, silverbar,flitx6 ; Flithelm: 55800 Gold, 62 Silver Ore, 62 Flitweave, 1 Zephrite + buy costs Total: 77k, 62ore,68flit,1zeph

Highwind axe: 27900 Gold, 32 Silver Ore, 41 Camphor Log, 9 Mevari Feather

//Silverbar = 10k or 2 copperbar or 10 silverore

//3 flit = 10gems

//def farm coral coast or siren shore for high level to grind griffondel or shield +5

BreezyBroadway5 ded

VitvitAGI

22vit 27 str rest agi till 30 //lvl 29 still rip, maybe agi build?

Sirenshore 2:50 / 2:20 23403

Coral Coast 2:08 14848

LVL 30 27,16,8,22 //with less int more agi

Equip blitz, farm BB till enough flintweave, get flint from shop while cycling first though and maybe mistral dagger too? Get buff af armor after farming for easier farm in BB

TideriderSword +5, seagleam shield+5, upgrade potions

Get lvl 30 and dash for BB5, then continue till Highwind guard, level that , tempest blade, level that

Flurry Highway2: 1log,1dand

FH3:1puff1sage

FH4: equip chest

FH5: