

Intro:

(I know this is a lot of pages but trust me it's all pictures hahaha)

I made this guide to help everyone do more damage and beat FB faster. I often see a lot of people with low CP trying to be DPS, they can be more useful with support skills so a strong player can do a lot more damage.

Please note that the screenshots in this guide are not all level 10 skills, I just took the screenshots on my account.

General party tips:

- Try to have 1/ 2 dps and 3/ 4 support. The DPS use the new weapon style, the support use the old weapon style
- Rogue, witch and engi are the best supports, try to have them in every party. It is a very large damage boost
- If you like playing with your friends and they are all the same class, try to tell them to level up the support skills on a different class. All you need is fieldboss medals. Then you can switch classes and support and you can still play with the people you like
- As support you can equip dynasty gloves so your support skills have faster cooldown
- Double party auras on multiple people are useless. Try to equip at least Attack aura and food fighter, I also like speed aura for bosses that run away. The burst aura and familiar skill damage aura are also good but they are hard to get
- The feast buffs are only 30minutes so wait with eating until 1-2 minutes before the boss spawns.

DPS tips:

- Equip everything that boosts attack/damage.
- Elemental damage/ crit boost familiars (Familiars don't need to be highest awaken or +300, damage boost matters most)
- Elemental damage boost higgledies
- Correct elemental damage special skills
- Passive skills that boost attack/ crit/ attack speed/ damage
- Use the accessories from FB that gives +10% damage to poisoned/ burned/ etc. The FB will have this debuff a lot

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Support familiars:

7sec party boost to attack, and boost party max HP

Squibby
CP 49,481
Support Type

Partner's Max HP +4%
(Partner's Party Max HP +2%)
Water DMG +2% for each attack familiar equipped

 **Charm**
Field Active

Squibby dances charmingly to instantly restore their partner's HP and increase their partner and party's ATK for a set duration.

Instantly restores 11% of Max HP + 3,800 Partner ATK +11% for 7s
(Partner's Party ATK +2.75% for 7s)

Boost party basic attack damage and attack speed

Petal
CP 37,196
Support Type

Partner's Basic Attack DMG +4%.
(Partner's party members' Basic Attack DMG +2%)

Partner's ATK SPD +12.5% for 10 sec.
(Partner's party Members' ATK SPD +3% for 10 sec.)

Party members deal extra darkness damage on basic attacks



Floaty-Dokey
CP 17,922
Lv. 1 ★★★★
Support Typ

Mark of Darkness
Field Active

Floaty-Dokey casts a powerful magic spell, leaving the Mark of Darkness on the enemy. The party members deal additional damage when using basic attacks on the enemy with the Mark of Darkness.

Deals 257% of ATK as damage.
Casts Mark of Darkness on a single enemy for 7 sec.
When the party members deal damage with basic attacks on the enemy with the Mark of Darkness, 10% of ATK will be activated as Darkness DMG.

Increase party basic skill damage



Cinder Glider
CP 17,922
Lv. 1 ★★★★
Support Typ

DMG Dealt +2% per equipped Attack Familiar.
Partner and party members' Basic Skill DMG +4% for 7 sec after scoring a CRIT.

Decrease special skill cooldown by 3sec for everyone. Really good so you can use the support special skills more often and the DPS can also use damage skills more often. Also lowers earth familiar cd



Toko
CP 75,437
Lv. 30 +300
★ ★ ★ ★ ★
Support

Skill Cooldowns of equipped Earth Familiars -5%.
(Skill Cooldowns of partner's party members' equipped Earth Familiars -2.5%)

Instantly restores 15% of Max HP + 10,000.
Decreases Special Skill Cooldown by 3 sec.

Recharge party burst a bit and lower darkness familiar cooldown for party



Bougie
CP 58,065
Support Typ

Decreases Skill Cooldown by 5% for equipped Darkness Familiars and increases Burst Charge by 3% proportional to the number of equipped Darkness Familiars.
(Decreases Skill Cooldown by 2.5% for party members' equipped Darkness Familiars)

Instantly restores 14.25% of max HP + 9,100
Instantly recharges partner's Burst Gauges by 9.5%
(Instantly recharges partner's party's Burst Gauges by 2.85%)

Increase party earth attack and lower earth familiar cooldown. Useful support in earth decks only



Balloonatic
CP 61,965
Support Typ

Skill Cooldowns of equipped Earth Familiars -5%
(Skill Cooldowns of partner's party members' equipped Earth Familiars -2.5%)

Partner's Earth ATK +5.7% for 7 sec.
(Partner's Party Members' Earth ATK +2.85% for 7 sec.)

5sec defense reduction to boss, not long but it's something I guess



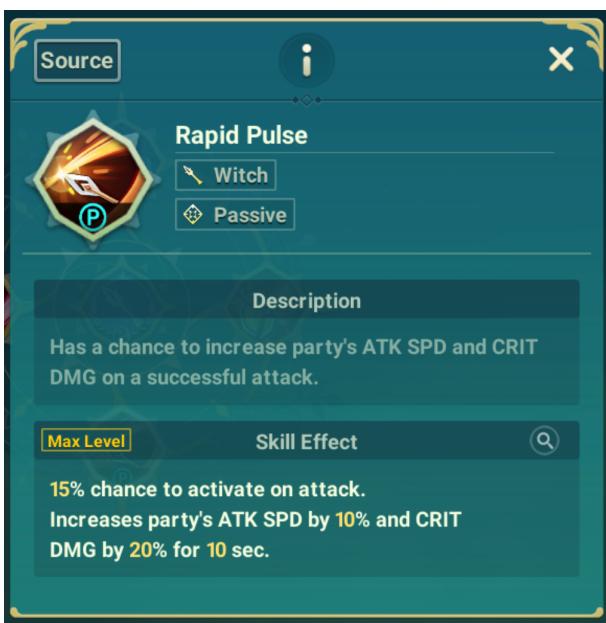
Whippersnapper
CP 40,979
Defer

Decreases DEF against the partner and party members' attacks by 5.5% for 5 sec.

Witch passive skills:

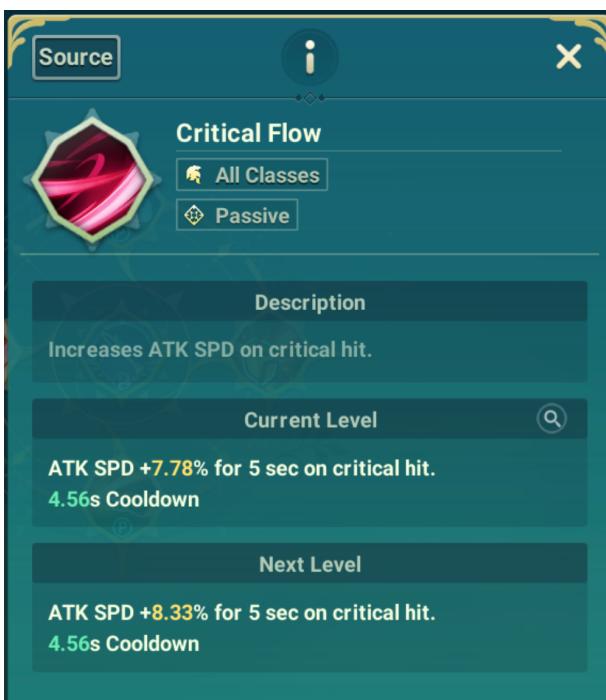
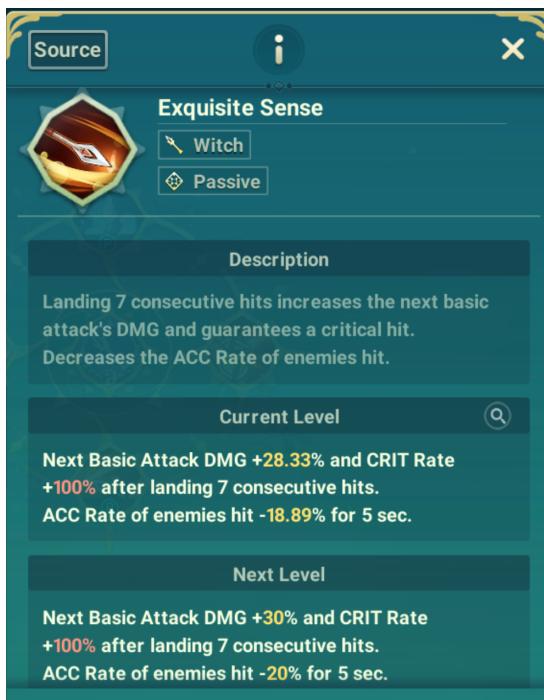
Must have:

Reduce defense of boss and buff party members



Optional:

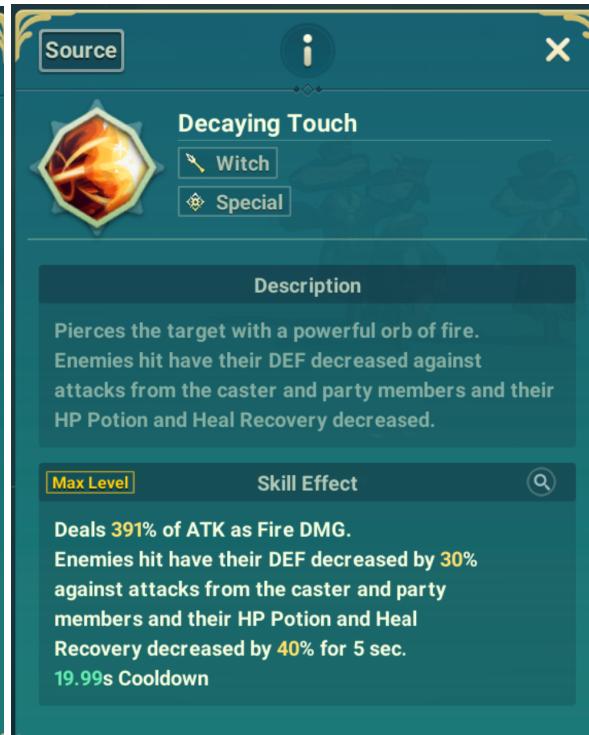
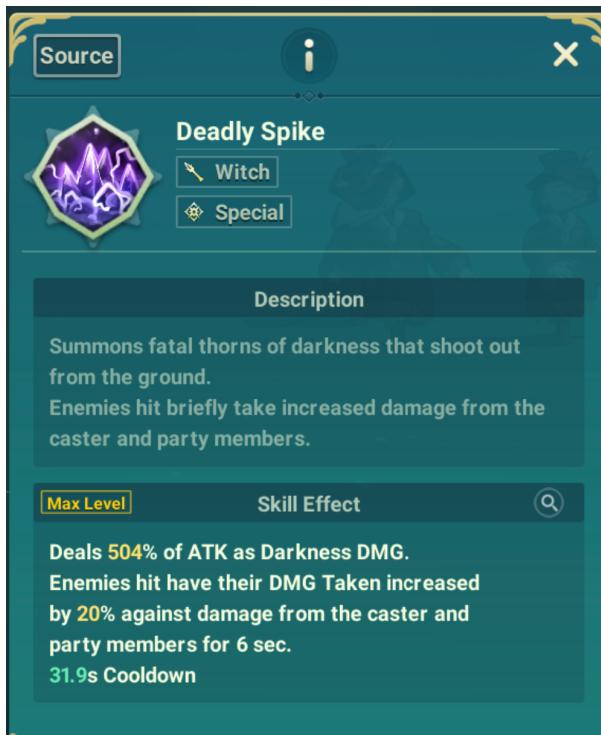
High attack speed for more chance to activate rapid pulse



Witch special skills:

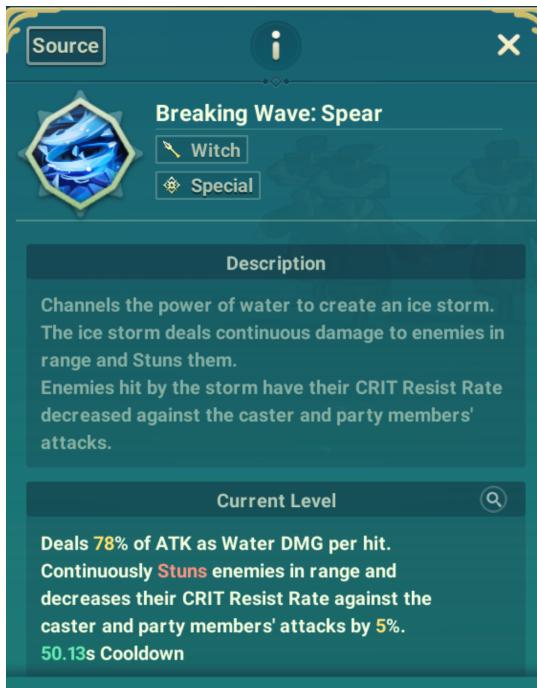
Must Have:

Debuff boss defense and boost party damage against boss



Optional:

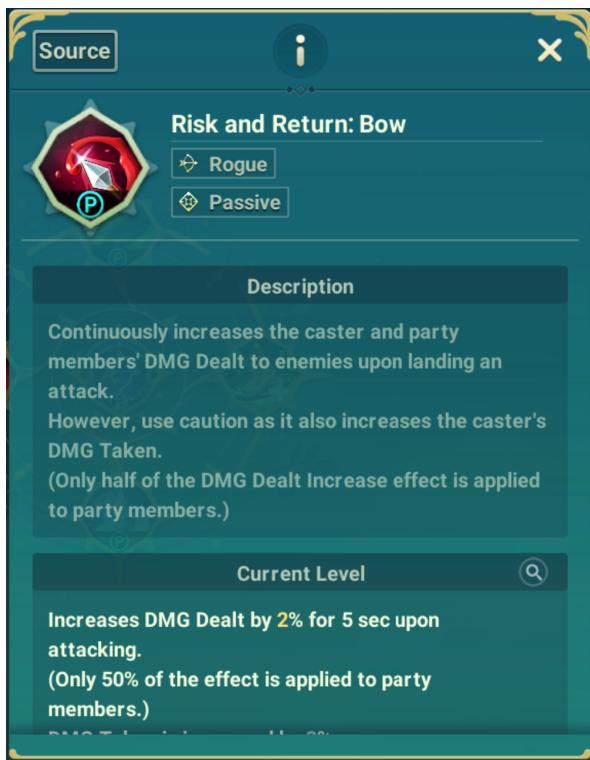
Blink is good for bosses like sisy so you can be immune to damage without dodging. Breaking wave has long cooldown but I just use it for decks where I don't dodge



Rogue passive skills:

Must have:

Increase party damage to boss and faster burst skill



Optional:

More movement speed for dodging and faster attacks



Rogue special skills:

Must have:

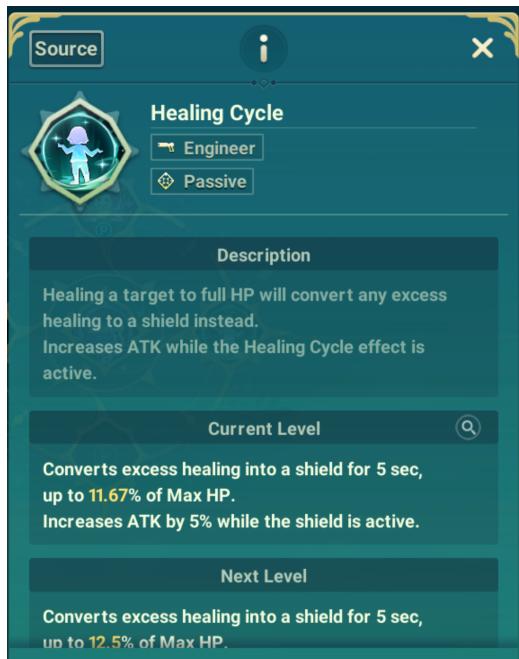
Important damage boosts, get this in every party



Engi passive skills:

Must have:

Shield gives party attack boost and boost healing



Optional:

Not a party boost but just for yourself



Engi special skills:

Must have:



Two skill cards side-by-side. The left card is for "Time Lapse" and the right card is for "Flash Heal". Both cards are under the "Source" tab.

Time Lapse

Description
Summons a special engineer's clock. Decreases party's Basic Skill Cooldown and increases party's Basic Skill DMG.

Max Level Skill Effect 🔍

Decreases party's Basic Skill Cooldown by **20%** and increases Basic Skill DMG by **25%** for **30 sec.**
40s Cooldown

Flash Heal

Description
Instantly restores all party members HP. Additionally heals the party member with the lowest HP ratio and increases their DEF.

Max Level Skill Effect 🔍

Instantly restores **10%** of a party member's Max HP. Restores the party member with the lowest HP ratio's HP by an additional **15%** and increases their DEF by **10%** for **7 sec.**
20s Cooldown



A single skill card for "Healing Branches" under the "Source" tab.

Healing Branches

Description
Summons a Tree of Life. It emits an aura of life periodically to restore the party's HP.

Current Level 🔍

Restores party's Max HP by **1.5%** each time.
30s Cooldown

Next Level

Restores party's Max HP by **1.67%** each time.
30s Cooldown

Optional:

If you want you can take out a healing skill and equip resurrection



A single skill card for "Resurrection" under the "Source" tab.

Resurrection

Description
Uses the power of life-sustaining water to revive a party member, instantly restoring their lost HP. Grants Damage Immunity effect to the revived party member and decreases remaining cooldown of Familiar Skill and Special Skill.

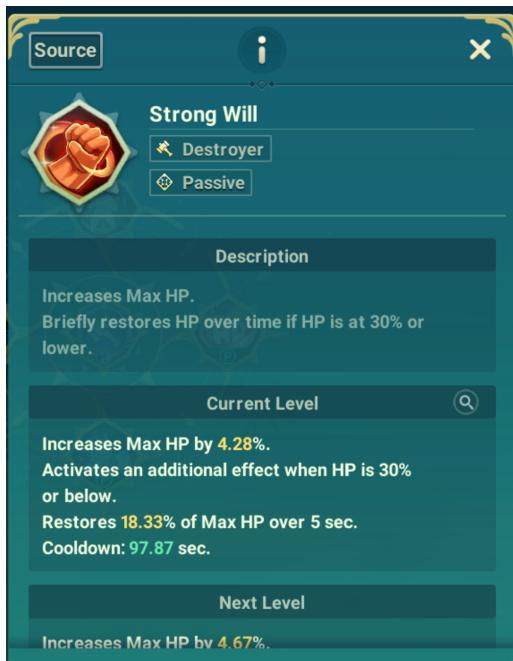
Current Level 🔍

Instantly restores **44.44%** of lost HP + **8,889**
Revives a party member.
Grants Damage Immunity effect to the revived party member for **3.56 sec** (removes on attack) and decreases cooldown of Familiar Skill and Special Skill by **13.33 sec**.
75s Cooldown

Destroyer passive skills:

Optional:

These skills are just to boost yourself so you don't die. You can also equip the party boost aura's



Destroyer special skills:

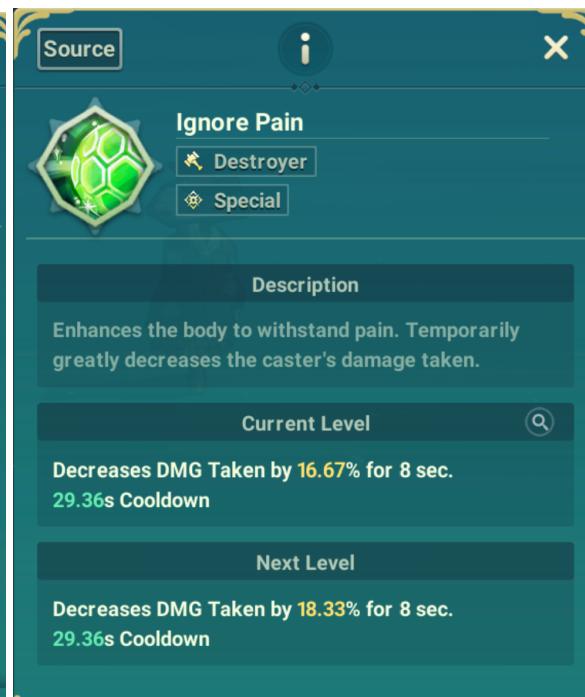
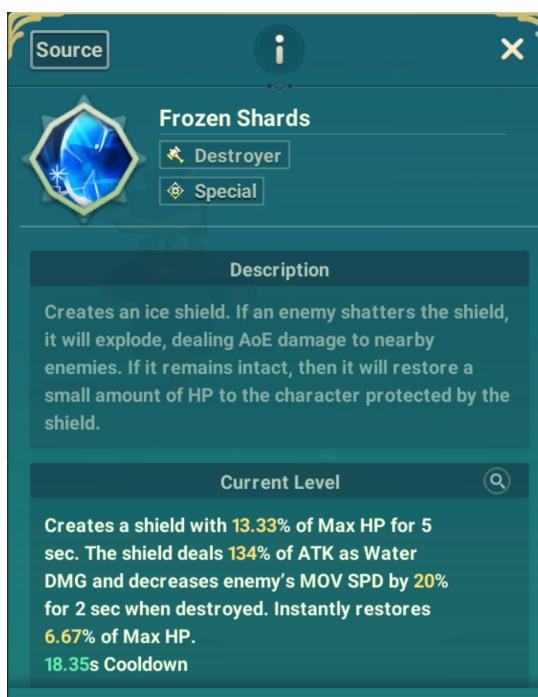
Must have:

Nice damage boost for party



Optional:

These skills are just to boost yourself so you don't die.



Swordsman passive skills:

Optional:

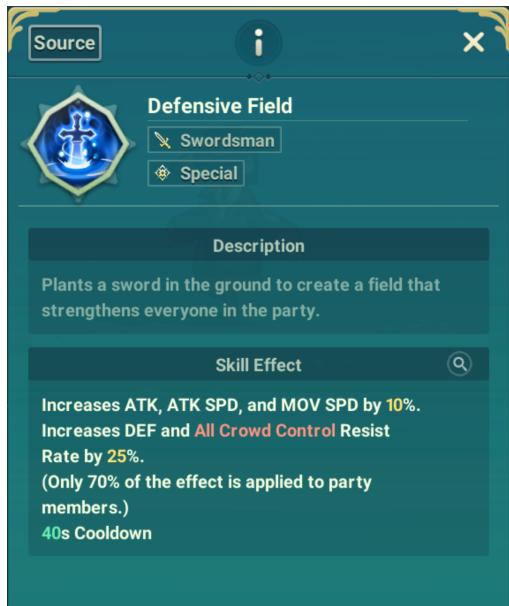
Optional because it increases def and not damage, still nice to have



Swordsman special skills:

Must have:

Boost party damage if they stand inside the field



Optional:

A bit of damage reduction and HP and healing for party

A comparison of two skill cards side-by-side. Both cards have a teal header with "Source", "i", and "X".
Left Card: Unleashed Blade
Skill icon: A sword with orange energy. Tags: Swordsman, Special.
Description: Imbues weapon with sword energy, converting basic attacks to ranged Light DMG attacks. Increases ATK SPD while the effect is active. Sword energy increases DMG Dealt to Fire, Water, Earth, and Light Monsters and decreases party members' All Elemental DMG Taken each time the caster attacks.
Skill Effect: Increases ATK SPD by 12.5% for 10 sec. Basic attacks are changed to sword energy (sword energy attacks count as basic attacks). Sword energy deals 105% of ATK as Light DMG and deals 7.5% additional damage to monsters of all elements except Darkness.
Right Card: Vital Spark
Skill icon: A green spark with a shield. Tags: Swordsman, Special.
Description: Calls upon the power of life to increase the party's Max HP, grant them shields, and restore a small amount of their HP.
Current Level: Party's Max HP +10% for 15 sec. Instantly restores 3.5% of Max HP. Creates a shield with 3.5% of Max HP. 25s Cooldown.
Next Level: Party's Max HP +11.11% for 15.56 sec. Instantly restores 3.89% of Max HP.