


☐

I'm not robot


reCAPTCHA

Continue

Wizard101 fire leveling guide

May 15, 2019 October 19, 2020 Patrick Which is the best team for a maximum level fire wizard (currently level 130)? We've seen this question many times, so we've provided our recommendations below in a format that will help you compare options. We will take a moment to review our criteria first as the best team depends on your role and goals. Our criteria consider the gear below the best for a maximum level fire assistant if you are: Questing by yourself (solo) Questing in a group && playing the role of a hitter, or Playing PvP in an offensive or traditional role If you're playing in a group and playing a supporting role (i.e. buffing the assistant you're going to hit and/or heal) or if you're playing a very defensive PvP strategy, let's assume you're more interested in global endurance and outgoing healing. We suggest you check out Cody's guide on gearing with the best outgoing healing, as it also includes several high strength gear options. There are three types of recommendations, depending on your approach: Critical focus of balanced damage typically used against high-block opponents such as bosses. The main goal is to maximize damage Secondary targets are power pips, precision and drilling typically used against low-block opponents such as mafias. Some RRP is based on high critic as well. The main objective is critical secondary targets are damage, power pips and accuracy normally used in PvP or against hard-hitting bosses (e.g. Storm Titan someone?). The main goal is to provide decent damage and various useful statistics, including universal endurance, power pips, precision, drilling and important jewel sockets Many balanced elements contain some critical elements, although it is usually not a critical target (pun) Gear Set Bonuses Gear bonus set provide statistics in addition to any statistics the gear provides, based on how many pieces of this set you are using. We list relevant bonuses here so you can consider them when selecting team for your Assistant. Fire Gear seven interest bonuses back on top of the best fire hats for balanced hats, we prioritize universal endurance. Back on top best fire robes for balanced suits, we prioritize universal endurance. Back to the top better fire boots for balanced boots, we prioritize universal endurance. Back on top of the best fire rods for balanced rods, we prioritize the pierce and critic. Back to top Best Fire Athames For balanced athamas, we prioritize pips and two circle slots (typically for drilling or critical gems). Back to the top Of the best fire amulets for balanced amulets, we prioritize pierce, universal endurance, critical and useful article cards. Back on top of the best fire rings for balanced rings, we prioritize power pips and a circle gem slot (typically for pierced or critical jewelry). We return to the top of the best fire covers for balanced roofs, prioritize a triangle plug, triangle, and maximum copies. Return to the top best fire mounts back to the top suggestions and sample builds that provide gear suggestions for search and PvP below. If you feel we have lost a major piece of gear, please let us know in the comments. We also calculate the highest possible damage, as well as the highest possible damage with 100% critical. If you identify a way to get it higher, share it and we'll update the guide to make it as accurate as possible for everyone else. Hat Damage && Critical focus Dragoon's Fiery Helm or Fiery Paradox Cical Balanced Krokopatra Inferno Fez or Shroud of Radiant Light Brigade Armor Ire Robe of Malistaire, Robes of Malistaire's Wrath or the GoodMasher Robe of Flame Boots Wand Damage && Critical focus Kapudan's boarding hook and other Critical FocusEs Focus on Harm Zamunda Spear and Shield, Fossil Avenger's Skullcrusher (good if using scratchy Frillasaur pet) , Ignus' Focused Torchstaff and other Athame Edge of the Raging Daystar, Edge of the Shadow Web or Fiery Dagger Amulet Morganthe's Dark Charm by Dragoon (for item sheets) or Talisman ring daystar damage and critical focus damage and power pip focus paradoxical fight cover and other Mount Hat Health && Set Bonus Balanced Krokopatra Inferno Fez or Shroud of Malistaire's Ire Robe Health && Set Bonus Balanced Turquoise Eagle's Raiment , Radiant Light Brigade Armor, Robes of Malistaire's Wrath or the GoodMasher Flame Boots Robe Dragoon's Fiery Broadsword Damage && Critical focus Kapudan's Boarding Hook and other Athame Health and Seven Bonus Balanced Edge from the Raging Daystar or Edge of the Shadow Web Pierce Athame from the Blazingwind Amulet Health and Critical Balanced Ring Bonus Set and Pierce Due Bonus Setlist's Daredevil Ring (Level 100+) Fierce paradoxical cover covered (for statistics), Luphilum's Blazing Array (for maximum copies) and other Mount Damage Pierce Vulpine Avenger or Clockwork Courser Note : Excludes ice cover covers, which can add up to 10% fire damage if you only use treasure cards. 199% Fire damage: Hat: Dragoon's fierce rudder (30% fire damage) Bata: Coat of the Royal Fusilier (26% Universal Damage) Boots: Fierce Dragoon Boots (36% Fire damage) Wand: Skullcrusher by Fossil Avenger (6% Fire damage; 18% Universal Damage) Athame: Dragoon's Fiery Dagger (18% Fire Damage) Amulet: Pit Viper Caracanet (2% Fire Damage) Ring: Signet of the Fire King (12% Universal Damage) Cover : Case of the Engulfing Flames (1% Fire Damage) Mountain : Ghulture Fire (3% Fire Damage) Scratchy Frillasaur Pet (maximum statistics): With Fire-Giver, Fire-Boon, Pain-Giver, Pain Bringer, Mighty Jewel (22% Fire Damage; 11% Universal Damage) Gear Set Bonus: 3 Pieces of Dragoon Fire Set (7% Fire Damage); 2 pieces of Avenger fossil set (3% fire damage; 5% universal damage) Note: Exclude ice cover covers (if you are through treasure cards, further damage may be possible with it). 839 Critical Fire (100%) and 183% Fire damage: Hat: Dragoon fire rudder (162 Critical Fire; 30% Fire Damage) Robe: Radiant Light Brigade Armor (110 Critical Fire; 23% Fire Damage) Boots: Dragoon Fire Boots (135 Critical Fire; 36% Fire Damage) Rod: Fossil Avenger Skull (7 Critical Fire; 86 Universal Critical; 6% Fire Damage; 18 Universal Damage) Athame: Dragoon's Fiery Dagger with 2 Sparkling Fire Critical Jewels (36 Fire Critical; 18% Fire Damage) Amulet: Talisman of the Daystar (35 Universal Critical) Ring: Dragoon's Ring of Fire with 1 Critical Gem of Bright Fire (126 Critical Fire; 12% Fire Damage) Cover: Fierce Paradoxical Brawl (53 Critical Fire) Mountain: Ghulture Fire (3% Fire Damage) Scratchy Frillasaur Pet (Maximum Statistics) : With Fire-Dealer, Pain-Giver, Fire-Giver, Fire Assailant, Fire Striker, and Critical Striker (58 Fire Critical; 31 Universal Critical; 16% Fire Damage; 6% Universal Damage) Gear Set Bonus : 3 pieces of dragoon fire set (7% fire damage); 2 pieces of Avenger fossil set (3% fire damage; 5% universal damage) Back to top Any alternative perspectives? Let us know in the comments! Do you have screenshots for any of the gears we're missing? Please send an email to finalbastion@gmail.com. Thank you! Wizard101 Fire PvE Comprehensive Guide by SethThe fire school is known for its time damage spells: fire dragon, fire elf, climbing, fire rain and link. The most out of any school! They have the second highest attacking damage, behind the storm, but also have one of the lowest base health in the game. Fire wizards can be one of the best schools to look for with a mixture of high damage spells and good statistics everywhere. As for my fire wizard, in the middle of the land of the dinos, also known as Azteca, he is enjoying it and you can too! It's usually an easy journey if you know what you're doing. Walk through what exactly you need to do to have an easy journey throughout the spiral. GEARHaving awesome team is a real useful thing to have in the first, middle and final levels of the game. First, let's discuss the first levels. First levels (1 – 40): For this stage in the game, if you are able to, it is AWESOME to have crown gear. For the first few levels, you are trying to get as much of your stats as possible, increasing health, harming and resisting increases. Some bosses even drop crown gear that can be grown by: Lord Nightshade, Krokopatra, Prince Gobblestone, etc. There are good guides to Central to see exactly where you can get this awesome outfit! If you cannot With crowns or not it feels like farming for the crown team, you can always use fallen equipment or bazaar equipment. Look for equipment with decent attacking momentum and precision. Unfortunately at this stage there is no equipment that can be purchased from the bazaar that comes with resist, which is what makes crown gearing in the top levels much better. Here's the Katherine_Light show showing off the Mooshu look. Average level (40 - 60): Around the time you get to the latter part of Mooshu, most people jump to level 40 school team. That's where I got hooked too, because the Mooshu team is pretty cool (and beautiful). So, for the fire, its top 3 targets are Death Oni, Jade Oni and Oyotomi. Dragonspyre will be Malistaire for his robe (with an impressive helephant card!), Viktor for his hat, and Yeva for his boots. Last game (60 – 89): Waterworks. Once you hit 60, get yourself in that instance and run and run it until you have all the equipment. It is one of the best options for gear in the game, even 30 levels later. Once you get into Avalon, try to get into the making and get a good set of critical blog boots. It is very important to have a solid block rating by the time you get to Azteca, as mafias and bosses critic you. Try to pick up a nice wand with lots of blog. There are some big fallen rods out there as well as packets of pork that drop their rods with the highest critical block in the game. If you are buying your rod from the bazaar, check frequently as you level - you want to make sure the rod is the best available for your level. Athame and ring are depending on your playing style, but those with block are usually good, or attacking, to kill enemies faster. A nice PvE amulet to use is the Fireblade amulet from Shango, as it gives a 40% fireblade that is stacked with its regular fireblade. In Avalon, you can upgrade it to the Amulet of the chosen head, which not only gives a fire carving, but also a conviction card (by hand against these myth mafias) and a lot of health. That's what my fire uses in the middle of Azteca. Hat – Firestarter's Hood Sweatshirt – Firestarter's Head Boots – Kin-Bound Sandals – Elaborate, recipe from Shane MacGobhann in The Wild. Rod - The hungry Cayman Staff (any general wand with a good deal of block works, such as Wyrd-Oak staff) Athame - Cosmic Kris Amulet – Amulet of the chosen chief - fell for numerous Avalon bosses. Ring - Ruby Ring of Battle Pet - Spell-Proof/Spell-Dety/Spritey/Fairy Friend Buddy Dragon End game (level 90): Once you've worked through Azteca, you have plenty of new options for the end-of-game team, especially if you've kept up with craftsmanship and are willing to farm. (and working in pets). Here is a sample construction for once it is done with Azteca. Hat: Firestarter's Hood (yes, 30 levels after Waterworks) Bata: Guard of the Sun Fire Armor (elaborate, available from Maqurey Century Cat) Boots: Cold House Chac Boots (made, recipe available from Popul Vul WhitePaper) Wand: Brutal Ice Arrow Rod (dropped by Cipactli and Blue Agnes) Athame: Storm Cayman's Cruel Mud (dropped by Guaman Guaman Amulet: Amulet of the chosen head (dropped by several Avalon heads) Ring: Sun band tears (dropped by Guaman Skyfall) Mascot: Dragonblade Pet with spell test, spell challenge, fairies, sharp shot, pain giver cover construction: first game: Until you get meteor strike, deck building isn't that big of a deal. Use what you have to hit the enemy done. Once you hit 22, and have meteorite attack and fireblada, it's pretty easy to get enemies down. Just pack 3 fireblades. 3 meteors. and if you have some monstrous treasures, these work fantastically too. For bosses, they usually have a meteorite or two to help get the minions out, but try to pack a big hit for the boss. Elementary blades (which can be trained from Nigel to Krokotopia at level 25), fire trap, and wydfire are fantastic to help you set up for great success to finish off your head, with a fairy and a remodeling just in case. Last Game: The late game has the same idea, but with different cards. With your fireblade amulet you'll get at level 62, you can use that 40% blade, 35% regular fire, and a fire dragon enchanted with gargantuan, or colossal at level 64. For the big bosses, especially in Azteca, you're willing to have some extra ways to buffing yourself. Once you hit 86, you get this awesome spell called sharp blade. Adds 10% to the leaf value. You can throw some of these on your deck to even more stacking attack power. Having feiny treasures (and a pet feint if you can) is also a great way to get going for a big hit. If you are willing to spend training points to get feint as a trained spell of school of death, don't feel free; keep in mind, however, that since fire strength is damage over time, doing so will not be as useful to you as it is to other schools. The new fire aura, oven, is fantastic for some extra power lasting more than a series of rounds. Heads of Fire/ Mafias: This is a pain for fire in front of fire heads or mafias. With how much fire DoTs has, and come into later play, prism can be quite a pain. Fortunately, Kingstle invented a massive prism in Avalon's world. Before that, my best suggestion is just to use the meteorite strike on the mafias as they start earning more HP AFTER getting massive prism, which is fantastic. Using a DoT-AoE, like the fire dragon, is a pain in the prism, and it's better prism and use meteor to save yourself all the extra prism if you want major damage. Have an ice rod on hand, as they like to use the ice shield from time to time. Many of the high block rods are also ice, so WOO! You can also a single prism and use improved efreet for this extra oophagus without weather damage. At the highest levels (Avalon and Azteca) be sure to keep plenty of cleaning charms on your side table to deal with these efreet weaknesses! Astral schools: Good for fire? Absolutely. Single Spells: It's in your best interest to get the sun up Damage. They're amazing, and they help you so much. Moon school spells are not particularly useful for fire, and there is none that would be beneficial to your game. On the Aura side, getting the spell-baking in Azteca to level 84 can give you an additional 25% increase in fire for 4 laps. Also, if you like criticism, maybe take revenge. If you have a training point to spare you want to consider amplifying training for Celestia, Zafaria, and Waterworks. It's not as useful as other options at the highest levels, but for a while the additional small boost it gives can certainly be helpful. Training points – where should I go? When deciding which spells work best with fire, there are a number of routes you can. You could get feint, for the big hits in the heads, or go the safest route, and pick up some healing spells so you don't die. This is what my fire did (the non-PvP stuff)Alone to colossal ice up Tower Shield Life up to Satyr Sharpened Blade, Powerful Trap Furnace, Vengeance, Amplify Elemental Blade ReshuffleThere are a number of training points left over, so with this construction, it is also possible to train death to feint. (You could also choose to train death by feint instead of ice to tower or life to satyr.) You may want to consider the acrobatic block and/or conviction for later worlds where many mafias love to surprise. Fire is one of the coolest schools to play with. With a mix of ways to pull off the enemy, and a wide variety of interesting spells, there may be plenty of different fights in the spiral. Whether in Wizard City, Mooshu or Azteca, this guide will prepare you for the adventures you will have as a fire magician. Burn the spiral, and start the journey to promethean! promethean!