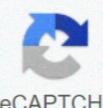


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Chapter 2, plus he is not the restorer. There are many items too, but not really interesting. It's a rare enemy: to find it to fight the enemies going. It's just the enemy who you should use the key skills here. Use unclean sanctomy. Giant Slow is acting as a huge shell. You can only damage it from the front, or you can use menu mantras from a distance to break the shell. Also As The Honiskkali Daws are ready, they can poison you with all the attacks. There is a long range that has poisoned you and one or two characters will be hit, and other circular, short range that release gas around it. This one is more dangerous because it will most likely hit the whole party. Made by enemies, so avoid them if possible. If you are not ready, the tatin gnosal are very disturbing, but easy if you are. They are in the past, so you need ghost-booster skills or elemental attacks to kill them. The mantra will easily take care of them. Some of them are like mini owners unless you will not have to leave the fold, but they also appear with regular enemies. They can multiply by them, then kill them... Or wait until there is a lot of them to do and get more experience. If you want it's a very good place on the surface. If you have trouble with them, sha-kong poison shot or earth Consider using (direct attack attack I have in the past, due to poison, so just let go until they are near death. Cheap and boring, but it works. Lizard Lord is like the kibars and sins in the ancient forest, but weak. They have most of the same attacks, but can use the doctor's Arcanum when they go under half to get fully healed. Make sure you kill them in a kumbi avoid them, or use the wild break of arrangemant due to weakness and prevent healing... Or just break them with descaling. Attack from behind to avoid their coach. Good item drops: Heart core: Accordingly, HP increases by 10% and gives + 30% resistance to poison and weakness. Smash the flesh of the clay man for him. Very effective and easy to get. Rines and skills: Blue Resistance: Break the lizard Lord's poonch or legs for the raxscales. It teach 6 skills, but not the best. You can already get the most: Blue Head + Skit + Ice+ resistance sorcery. Magicians just for now, it's possible to smooth the mantra. Dodgong often does not happen, so it is not very good. Blue body + earth+ healing + resistance treatment saith, one of the worst skills. It's only in this case the status effects period, but they are easy to prevent or treat without everyone's expenses. Blue Body + Leg + Resistance Force Field (100), a 100 HP mould that protects the role in all fights. It helps now, but it gets out of use very soon. I don't really recommend learning it. Blue head + arms + dark+ resistance taught counter attack. This allows you to avoid attacks when you count attacks, but do not often do so to make it very useful. Last but not less, blue head + arms + activation + resistance free item, the game learns one of the best skills. It removes ap price to use items in war. The only role in the party is its need, just make sure that it is one using items. Old Bay, but you can break the Giant Snails' Shell for Black Pearls (Red Strong) case in which you could not find Baraka and don't want to go back to get it. Materials for the creation of the item (only recommended items): Rig-zac: You can get dragon stone with lizard Lord here, just break their head. The second material is an alligator skin from the tail of the carbars and. It gives 15 RDM (best for a long time) under green leg, + 30% poison and + 10% earth. Highly recommended. Make it in valnoori. If you want to recognize more severely, just break the lizard Lord's weapon. -The heating walk-through: The search is very directly ahead. The first room is spring, so pick up the sword blessing. If you have it poison good choice, but sword blessing is better. There are the layers to change on the light through the append. It only helps to see this space better and has no effect in game play, but there is no harm in illuminating the space. See you see all the never. Just go to the right to enter the ear. Fall down. Here's a lift. Just check it out When to go inside it. Pick up Mini on the left. It kills part of a random body of an enemy. Save it for hard-to-hit parts. Go down. There's a conveyor belt here. Walk down it to the right for a bag with a dwarf box and a end (smart with gas) with an water. Also another is with the sandgas. There is a crystal chainmail inside it. Equipping him! Now go belt to the right for a lower. This room is really black, so make sure you see it. There is an enemy on the upper left: Tatia Ghansla. Remember to use elemental attacks, especially fire. Their venkata will also help a lot. Behind them is the key to ears. You will need to reach this boss. Return to the elevator room and move to the right. Here's another lever. It doesn't change on a light, but keeps a bridge down. Do not click it, instead fall down correctly. There are two tatin snobs and a mandap. Also a lower to light off. The left (behind The Tatia) has a sine with 5000 faxes. Go the right way for an elevator. go to. Walk a little left. Hard to see, but here's a bag with a honiaskkali. It has been left anointed with a sine (stuck with a blast), a red body happened to the archaris and magicians! It's the health, bravery and heat for them. Go left to fall. It's on the other side of the bridge. If you want to go back, click the lower to put it down. Go ahead. This part of the then is influenced by the blessing of alarm selastoni. That means you will start all battles with 0 AP and probably be surrounded. Worse yet, here is a tatin ghasla. These bees have a shell protection with wrathful selastone. It prevents a double-jackand counter. It's good, but the bonus is not worth the 2000 crystal to restore until the fold (then it's worth it, maybe). I recommend you keep it right now. Now go right. Another tatin on the upper right. You will need to step on an enemy to reach it. It is protecting a bag with one dwarf box and, most importantly, the other Anherjar Archar. Lylia or. Malladina learns all menu mantras, but he just does it too late in the game (his first magis level is at 55, the last is on 99), so you should not get for it just for him... And that's all. His figures are the worst in The Archaris and they don't learn either good attack soon. Lylia is a great character, starting with 2 sacred elemental attacks: the aim to shake and shake the rising. They are both strong and good with a M.G setup, not to mention the holy is a great factor. He is also one of the 3 non-magician who gets Astreal Labyrinth, and he does so on a good level (44), not to mention strengthening the guard on level 10. Easy choice. Go right. Here's another shell with the law of the sinus salstone. These are difficult. An easy version of what they do is using THE MAG to attack you instead of at, and get your attack fire element. More details in section 09.4.02 It also allows you to absorb fire, but you will get 100% weakness in the snow. Most of the time you will deal with less damage, even if enemy enemies Weak for the element you are using you are not using a good MAC setup. This and 20000 crystal cost it's a calstone you probably will not use too much, plus the tag instead of completely it, the fire element thing on the attacks also apply to enemies, and you can easily get exceptions to catch checks and fire with The Alyisia dress. You can use less than that and still suffer very little from everything. This means you can get closer to survival against all enemies in the fold, so you want to put it for it in the next mandap. Go right to a safe point and a gate. Check the door to use the key and it will open. There is a mandeep in his favour (be careful to enter the next room) with the blessing of alarm selastoni. Now you have many different setup options. The only element of the earth in this war is Two attacks tomorrow. Easy to avoid, both, but one of them is dangerous. This means that you can put the law of the snob in the mandap and get fire protection (check the catch, Dress of Alyisia) to get a tank which is to suffer very little from almost everything in battle. It's a bad idea if you don't have fire protection, though. If you have it, don't forget Silver Cuirass (+ 50% land protection). Don't use the guard movement, the situation will have effects in the fight. So, you have fire protection then put the dirty law in the sand. If not, then let the bees rage. Maybe you want to first put the shackles in the mandap to rage. Put the alarm blessing in a shell. It's ok to defend, but things are more complicated to attack. The boss is very much RDM and RDM, much more in reducing your loss. Sap Guard (Alm, Level 12) and Important Hit (Asmani Power Mantra... Alm again) helps a lot with poison shot. Archaris should also take a big sowa. You can also do a light with karsavata, but it will not help much. A magician (laserd) should use the fire law in the mandap. In this case, use ice. Don't worry with it for these characters, just THE MAC. Make sure you save before entering the owner room. Queen Wasp | | | Lv 20  
| | | Elements: Fire and Earth-20% . Weak to curse (100%) , paralyzed (20%) silence (70%) panes (70%) | Stone (50%) unconscious (20%) (20%) Weakness (100%) | Leader Item: Royal Jelly | | Drop Item: Olive Crown (100%) | Recommended Level: 12 | | | Parts: ||-Head (Important): 1,320 HP, 42 RDM, 37 RDM; Item: Giant Uber (75%) | |-Pet (Important): 2,200 HP, 21 RDM, 19 RDM; Item: Royal Jelly (100%) |-Back (Important): 1,760 HP, 84 RDM, 56 RDM; Item : Banshee Scales (60%) |-Poonch: 1,320 HP, 105 RDM, 74 RDM; Item: Bug Needle (75%) |-Baths (3): 440 HP, 50 RDM, 44 RDM; Item: Insect Claws (40%) |-Over Fin (2): 440 HP, 21 RDM, 37 RDM; Item: Indgo Wing (30%) | | Attacks: |||(Double Attack): Short range on the front, 2 heavier to kill all letters. Damage: Eye of: Long range on front, kills party for average loss . Causes confusion (not dangerous). Need fans to use. | | | Difference Alpha: Very short range, earth elementattack, high due . Damage and poison on the party. | | | - (Charging): Self-targeting, just a preparation for change and mega. When using |0. Low on health. | | - Change Omega: Earth Elemental. Anywhere the party gets to it, kills 8. Causes extreme damage time and poison. May |0 Save by hiding behind walls. | | | Strategy: |0 It's a great place to use double check! I really recommend to do it. | | | The Queen is not alone: there are two tatin salsals in the fight, and . The 7 insect eggs are scattered through the battle battle (300 HP each). If you are |0. Kill a tatin ghasla, a new one will be spouted with an egg, and then . The egg is gone. You can destroy the egg before it, so it's on you. If you ignore the rot, kill 9 of them (more experience) or break . Egg. Beware that most of its eggs are in the back of the field, past . Queen Tatia. | | | And the queen's past is not safe, or easy. Not only is it decent . Attacks, it's huge RDM and RDM. It's slow, and two of the most dangerous attacks (different conditions) are easy to avoid. Alpha is really short. Range and omega are used only when it has half its health. Then it's very . More like the vashuwat of jherao: kills you anywhere, causes poison. And does more damage. | | | There are three ways to avoid change omega. First is to leave a tank . Near the queen, and the other characters away. Changes will be stopped. In the tank. It's not really a escape from attack but it does reduce. The party is hurt. The other way is to hide behind a wall. Attack . Cannot go through them, so you are completely safe. It can't always be. Although possible, and the show you have to attack will reduce ap. | | | So the easiest way to avoid this is to make the queen never use it. | | | It gets half health before you just kill it, which is easy if you just attack . Back. It's a huge RDM... But What a legacy of Alyisia is Pierce. | | | Better yet, the Queen can't attack you if you're behind it. Sound . Perfect plan, just attack back and quick, nothing more for painful War. However, you cannot get other items like this. Nothing really | | | Here are the best items big needle (poonch break), a red hard . The rinae, and the insect claws (break any arm), with red price cook. | | | It's very difficult to break the poonch after it has the most RDM (and it's really hard to reach.) So I just suppose you don't get it. You can. |Take both of them from now on to two folds, so don't worry too much if you don't get it. | | Anyway, it's opening up a lot of skills for everyone. See the truth (hard + fire + | | strengthening), grass-hawker (red price) (Red Sharp + Weakness + Earth) and Magician Sorcerer (Red Prices + | | Weakness + Move). They're all good. | | | Only two enemies in the game leave big Bugeye (head break), and | . They are both owners who you can fight only once. It's not an important item. Only 50% faint and when there is a low chance of being born to attack. If you do that, you don't feel bad about missing. | | | Drop item, olive crown, is a decent (8-TAG, 4 RDM) head coach . Protects well from curses. This IS JUST GOOD FOR THE PROMOTION. Breaking | . The fans don't give you anything good either. Don't worry. | | |  
A shell with the main reason to visit this append: Gold Grubber Law. This one gives you triple fax from fights, but 0 experience. Good for some farming, sun

Here's the red body out for everyone, and red head for light and heavy yadkas. It open up many new, important skills, so buy everything. Full list: Body: Very easy. Light/heavy yadkas get Dundwivedka Coach (Asmani Lightning + 20%) while Archaris and Magicians get supreme clothing. They are quite expensive, so you don't have enough money, feel free to ignore the Supreme dress, as you have two anointers as red bodies for the archaris and magicians. Sir: The Archars and the Magicians get the same Crown (you have already got one from Queen Tatia), while the heavy yadkas get the Dundwiveduq patwar. The light will benefit more than the mudkas crown, because it increases the MAG and they are using an elemental weapon, but you need the dandwiduq patwar for the psychchosum. Valnoori's holy guwardar Dundwiveduq is better than Guwardar, but both have a 15 percent chance of preventing and Dundwiveduq Guwardar can only be purchased. So get a light/heavy yadkas without the holy guwardar. The archaris and magicians still keep the old things (metal mould). Leg: Place the archaris and magicians with the sabar shoes, while the rigs of the yadkas are on the hawk. Finally, buy some Idon apples. The next boss can cause weakness. For skill, here's a list of what you can get now: Pisceschosome: Red Head + Arms + Active + Snow. Great skills for light music, especially with furustoni! Learn immediately if you've got red snow. If not, you'll get it in the next layer. Reduce magic: red body + head + ice + chalo. Healing of damage/mantra is instant. It's great, but cp's worth is very high. Missile Protection: Red head + arms + resistance. Good skills for a few fights, but high CP costs. Letter Attack: Red head + leg + prices + resistance. This allows you to set up a 4th attack to use them instead of on the attack inglot once regularly. This increases the diversity in your own combos, as you can avoid using expensive attacks in terms of your AP and similar. It can be used exceptionally during visit break mode. It uses many, but they depend on the player. Old skills everyone can now acquire: bravery (unnecessary), heat (decent) and imaginative health (unnecessary). --Saahma desert--- Aanherjar: Hiwei Yudka [Aaron (30%) Dyn (50%)] Or Zunde (20%-enemy: sand flower (insects, plant), giant scareab (insects), desert animals (giant, animal)-review: another small area is two parts of the world, such as. Only 3 enemies here, but you get a new anherjer. Big Ster is a good skill here. For enemies to look out for: Sand flowers are the same as poisonous flowers from ancient forests, but instead of just scuti you can cause paralyzed haze with a paralyzed mist. Remember, if everyone is paralyzed then playing on it. A serious problem However, division only division Party, a character can kill him alone. Good chance to get silence on the letters with empty shell. Giant Sabrabs are like pill-bearing, but very dangerous: when they have a case of a funny amount of injury damage when they have a fire attack (around 600). Divide your party to avoid all being killed if things go wrong. To break a key part is the opportunity to attack them from behind or around them. Consider Big Ster. Desert animals are like the first owner, the beasts. For breaking down many body parts and attacking the same. Just attack from behind, when you're there it's too slow to do anything. They are animals, so use animals to break the sabir or smash them easily and to make them equipped with it. Good item drops: Prism Mini: A random body part of an enemy. Just attack the desert animal directly. Good to break these hard to reach these parts, but you can buy it after that. Misguided and skill: Red prices: Breakin' sandals of the giant scareab for insect claws. This is one queen dropped Tatia, but it's easy to get here, of course. Now everyone can acquire the skills that were for the light-yadkas only. Red color: Break the desert animal's sing (the aim is to shake it up to use a good attack) for ram's sing. It's not the same thing you can get with Queen Tatia, but it works as well. Materials for the creation of the item (only recommended items): Magic Gloves: High and Gloves with RDM. All 4 classes can be used by, but I am using the holy guadar for lily of the valley. Anyway, you can get 1 hot plate by breaking the arm coach of the desert animal here. You only need 2 non-laden-resin-dial scales, in which you can get back with less lizards or wait for the next layer to get it easily. Green Bloody: Last material here: The sarpa tip arrow, by breaking the arrowhead (tip of their wells) of the desert animal. Other materials have 2 hard recognition and 2 night colors (poisonous flowers). Although still not possible to create, you will have to wait for the next city. -The-bottomwalk-through: Just gear.

height for 3 screens and it is. You'll find an anireger mail near the exit. I recommend you first get past this place, save it on the world map and then come back to check. The selection here is important. Second heavy yadka: Zunde, Dyn or Aaron. Aaron has low HP and his other figures are just fine, but soon learns good attacks. Dyn has better figures, but does not get good attack at most later. Zunde is the best of both worlds with two strongest heavy yadka attacks (dangerous and sharp kudo) and also a very good skill that affects most owners: the giant killer. He's the best choice here. If you care, try your best to get it, even if it's very low. They will return to dhania when they continue. Aaron gives 50000 faxes, but others right now Nothing has to give. Just keep walking right and will reach your eastern part The world map and its volcanic courses will be shown. You know what to do.--Sorga volcano care---items: dwarf shaved, union kulgis, palasach, overdrive, ice crystal, 15000 faxes, spider fighter, royal robes, maybe akhd, attention ahinger: Arcana [Arcana (50%) Or Supaulah (50%)] Magician [Psorion (40%) Or Farant (60%)-Selstona: The blessing of fire, cotton-wash rage, laiforka blessing, barrier blessing, enemies of the law of snow, the laws of the scorub are: red lizard (sharp), red-zure (magic), kaancila soldier (no race), fire b The Elemental Folds are good because you can only come up with a setup focusing on the opposite element and easily kill everything. It's even better when the previous city just happens to sell weapons of the same element. It's good to break immediately, but the circle does not work on soldiers and red zure. So that's the Bug Ster, the sour and the animal's fault. The light is great here with the prosandian furustbani and ice blessing selstona, although the shell is not right at the door. You can also bless the ice in a mandaee to reduce enemy damage. I will not capture it instead, but keep in mind if enemies are damaging you too much. The pissichosum, iron and mental development fists are great skills. Turn your weapons into sabir when fighting for the light and hellhondas. Magicians, or rather matahra, have a good idea. Matahra should have a pink storm on this occasion, it faces good damage from a distance. And there's also great magic sea wave, which lets you use third in China, let you use 4 spirit scolds. It may be even stronger, but you can use the pareata (if you have it) because you also need light yadkas. There are only one good Archaris Rufus (high non-elemental damage) or Lylia high holy damage). Others may not compare the elements they use because of them. Heavy yadkas can routinely matter more damage, especially with The Kardaaccounter Zunde. I would recommend a party of matahra, 2 light yadkas (Tereta, Alyisia, pre-good choices) and Zunde/Dylan. Accessories should include adding THE MAG to light yadkas and matraha and heavy yadkas to increase the it. Light yadkas will also benefit from it, of course, especially a great eagle heart. You can also use catch checks to protect the fire. To look out for enemies: Remember The Deepan-Kaisel and the jewellery warning in their deadly fire storm? The red zure is the same, but more deadly too. Show up to rescue some AP when they are around and just attack it, because a fire storm can destroy your party if you are attacking from behind. Again, you can use a character who is setting fire as opposed to bait. Maybe even reduce the magic for this character. The fire is a mid-range attack with the bat which causes silence. Decent loss too. This is yet another opportunity to make good use of the empty shell. Other than that, they don't Anything special. Just break the fans. The elhourandas are very deadly with their fire breath, but they will be killed to break anything other than the poonch. Attack from the sides and stay in front of it, or get ready for high fire damage at all. Other enemies are new versions of old enemies and are not a real threat. The cint is very easy to kill the soldier, attack from the left to avoid only him, or only until possible. Don't break on it, or it will often start using toxic blowing. Good item drops: Flame Coach: Coach with decent RDM. Only noteworthy because it is + 50% fire and + 100% freeze t-50% snow... Anyway without freezing is not as dangerous as snow. This is a very difficult item though: it's a 15 percent chance of getting the cint out to break the soldier's body. Don't go out of your way to find him, just try to break the soldiers you fight. If you get it, good. If not, then no big deal. From now on you will start looking for color accessories that damage elements, such as weapons. However, their effect is very low--you will use your device to improve the slot if you want elemental damage. Their items will not be mentioned,

cause they may not think in any situation. Misguided and skillful: Green Fire: Break the body of wild lizards for peritutosis. You can't learn anything yet, but it's used for a great skill (the algemosis, the double's HP), plus two others that only helps in certain situations. Blue Katka: Break the cint out soldier's for the caught crew. You can get someone in the next city by talking to him, so feel free to ignore him. Red Ice: It's very easy to get here. Just break the red zure crystal for the core rubi. Make sure you get the minimum number of sicciosas at the earliest. Materials for item creation (only recommended items): Magic Gloves: You can take the wild lizard unexpectedly by breaking the legs in front of the lizard, which is easier than breaking the less lizard in the seded. You need 1 hot plate (desert animal arm coach) and 2 non-laden-to-resin scales to produce this item. Highly recommended for archaris and magicians. -The Bath Walk Through: The first area is influenced by two selatonos: the blessing of fire and the cotton-wash wrath. First of all, snow is the posite of the blessing, increasing the damage of fire but reducing the snow. The other enemy is light, so you can easily start them in the war... Which will probably mess up your compos, especially with fire leather. Avoid the adventure until you know what you're doing. Go to the right until you see a shell on the top right. Use the flying enemy to get there. It is lafiforka blessing, one of the best in the game. It double all healing effects, be it items, mantras, accessories or expertise. This healing ingot, first aid, is especially good with the imagination of health and vegetable seeds. All this for just 2000 crystals. You will restore it to be sure after you reach the sanddrop or spring. For now, just pick it up. To the right of the shell A bag with a dwarf powder and a union sine with a wet. Now go down and go south to the next room. There is a lot of ma'ama in favour of preventing you from reaching the other side. No other way to be left but first to al-Ahit. Go left only until you find the unranger before this append: an arthur. Arcana or Supaullah. Arcana learns healing, soheallah learns routine. Their figures are almost the same, but Supaullah is the top HP. On attacks, they're not really good. Arcana gets only 3 element al-Attacks, and Sopallah gets 2. They are beautifully just ongoing candidates. Either feel free to take one. They come back to Calstad when they continue, but now you will not give anything. Go down now. There is no mandeep in effect, but holding an enemy is a selastone; obstacle blessing. It's not as good as all the damage stake under 50, which it looks, but works well for this layer and the enemies. Go right to the wall. Hit the opponent down in favour of outherre enemy. This is one with Celastostoi, but check out the spring before fighting it and pick up the ice blessing. Restore the lafiforka blessing and also raise the sword. There's a mandeep here, but don't put anything there, or you'll attach this area to the next and add beneficial effect to the next fight. Now you should be ready to fight it. Just just go the left and slash it. You should have to deal with more than 50 snow attacks with damage + snow and sword blessing, so it's different from a regular fight. Once it is dead you can pick up the salstone. It's not worth 1000 crystals, but take it anyway (leave it by the sword back in spring). It can help a lot on the owner. Maybe you want to bless the ice in the mandap to reduce the enemy damage, but I'll keep it for now. You need to kill enemies fast here, especially the giant scareb. Go right: This area is also affected by the blessing of fire and the cotton-wash rage. There is a maemma pool, but you can just dig at it. You will need to crystallise the enemy to the third floor. Notice the enemy's path there: finish it with a little bit on the left wall and the poutons by the shooting opponents. They will consider and reach the enemy. There is a gas network and a sand with a palasuch inside. Bad weapon at this point. Now notice the other platform on the left (you were shot at the protons). Two more gas with an overdray that the enemy can tap there for the strangled chats. If you miss the jump and just come step on the enemy. Anyway, go all the way to the next room. There is a bridge in this room. If you cross it, it will break and you will fall into the room below. If that happens, you'll have to try to take the bridge back and make it to the back. Just a good time. Be right fighting or crystallising enemies. However, here is the only way to get two items in the fall room, so what we're going to do. Get past the first bridge without breaking it. On the other hand, focus on the bridge to the right. It's a bridge that is broken, but it's still there. You can get the first item in the fall room, which is the blessing of the desert animal arm coach. To get it, you will have to break the bridge, but it's not difficult. Just go to the right and break the bridge. Then go back to the left and break the bridge again. You can get the second item in the fall room, which is the blessing of the cotton-wash wrath.

Very harmful. Once you finish your setup, go to the right to save, then go to the room. Just go right and just go over the diva. If you miss the jump, heal immediately. Keep going right for the owner. Evolver ||| Aeovallor (first form): Lv 26 6,500 HP 72,000 Communications 0 Fax . 285 it 185 MAG 55 hit 45 ADD . Race: Giant . Elements: All body parts have fire +100%; The hand is also snow-100%. Snow in other parts 50% land + 50% ||| Status: Ice Socket . Guide Item: Flow Crystal . Drop item: (100%) ||| Parts: ||-Head -Head 6,500 HP, 50 RDM, 15 RDM ||-Body (Important): 6,500 HP, 50 RDM, 15 RDM; Item: Flare (100%) ||-Left Hand: 325 HP, 50 RDM, 15 RDM; Item: Peritox (100%) ||-Face (2): 6,500 HP, 50 RDM, 15 RDM ||-The-Lawa Hand (2): 1,300 HP, 25 RDM; Item: Pisphet (50%) ||| Attacks: ||(Hug): Medium range, Average on party Damage. Damage is a fire. Elemental when hands break. || Flame Lance: Long range, Fire 4 Air balls in fire, kill everyone 4! High fire element damage Time for. In your time . There are from Aeovallor, reducing the accuracy of. || Large-splashy: Mid-range, 5-hit of heavy fire elemental damage on the party. || Only any hand is used after the break. ||| Aeovallor (Second Form): Lv 26 7,200 HP 72,000 Communications 10,500 Fax . 300 It 200 MAG 60 Hit 50 AD . Race: Giant . Elements: Absorb fire, snow-50%, earth + 50% . All Status Sockets . Guide Item: Flow Crystal ||| Parts of the Body: ||-Head (Important): 7,200 HP, 45 RDM, 20 RDM . -Body (Important): 7,200 HP, 45 RDM, 20 RDM . -Legs (2, Important): 7,200 HP, 45 RDM, 20 RDM . -Right Clip: 7,200 HP, 45 RDM, 20 RDM . -Left Clip: 7,200 HP, 45 RDM, 20 RDM . -Weapons (2): 7,200 HP, 135 RDM, 20 RDM . -Hand (2): 7,200 HP, 45 RDM, 20 RDM ||| Attacks: || Flame Lance and Big Spesh, Like First Look . . . -Fire Breath: Short range, average loss on 3 or less characters. Dangerous. || Heat: It increases the target of small fire damage and it over the surrounding area. 50% by. || Flame shower: Medium circular range kills several of different fires . Loss on party. The total loss will be really high. || Away you are from low accuracy Aeovallor. ||| Recommended Level: 16 ||| Strategy: || These are actually two separate fights, but the other is ok after one. First, so you have to use the same setup for both. Do not disturb. Try to get direct attacks. Most of the break-up is also inuse. If you are Using the recommended setup, you probably will not take any serious damage. This war. All the damage comments above are based on what will be without it. Proper setup. ||| First about farm hands: He covers in dry maemma . But once you break them (and it's just very easy with 325 HP), hands . Will be pure ma'ma. It increases the loss of the neck and allows it. Use big spout, so war gets tough. Only one goal in breaking them . Is (green healing) from the hands of the phasphet, but I . . . Really will not try it. The boss already do damage with them. Maintained, you can get green healing 4 threshing from now on and one of . Don't give any great skills soon. If you've got a good fire. Move ahead again and try. War will be hard to lose ||| The second form is pure ma'amai from the beginning, so it can use anything. Post | It gets around 60% HP using this heat and flame shower almost all . Time when you are in the range. This means you will probably suffer. You finish your attack round, which is dangerous without preparation. || If you're in trouble, consider swap at this opportunity. ||| Other attacks are all furuntal, so you can avoid harm by attacking it. Sides or back. Circle around the pillars or get behind it . Recover AP if needed. If you are smart, it is a very easy battle. Sialstoneas ||| Flambira (first-form drop item) is a strong heavy sword. Causes weakness and fire damage. Just an attack, but the soul is being run over . Enabled. Good weapon, especially if you could not find the chadacator. ||| Go right on the extra pit and check the mandap for a focus. If you want to fight the owner again, just check a rock on the pit, on the left. Experience will be the only reason to do so since there are no objects on the Second War. Now, Sialstoneas. If you have not already done so, make sure you restore laiforka blessing. It's a colostomy to use when the boss does not need specific setup. Fire blessing is very helpful because fire is the best factor to use, and it's not expensive at all. Forget about the Acharella law for now, but you can come back for it later. The obstacle blessing is not worth the price at all, so don't waste your time with it. Leave the fry when you are ready and the Croll monfagni will be shown in the map. Before you go there, go back to the Colated and talk to the new adventures at the door and pay attention to get him stupid tawos. If you

The Calstad and talk to the new adventures at the door and pay attention to get him stupid tawees. If you go back to the city setting. The main road is mostly the same. First of all, the hotel is there, with nothing interesting. Just go right and take the stairs. Here's the exit from the right. Before that is home with 2 old people. Go on the left-day and talk to the woman she shifts back to get a busbasas head. They are blue. Talk to the old man (elderly) to know about the chassos forest's sanctors, to the next story. Leave the house and leave for them. Talk to the man here to learn about the chatu obsession, the next optional stambar. Go to the next house on the left and check right, behind the flower bouquet for a poem. If you got into Suladi and Deepan, then this is the third. Just one left. It is important that you read in this chapter 3. This Also where Lylia or continues. Malladha gives 50000 faxes, but Lylia gives healing yet. Go back to the main road and stay on the right. Here is a house with a book about bhims, lord of the undeed. Next is Arunavari, so check the details about the purchase below. Here are some good things. Go to the stairs on the right and check out the first house for ice crystals. On the right you will find another dog. You can also feed meat chips, but you will find a crystal and healing item instead of materials, so it's just meat chips waste. Here are the things you get: 3 meat chips: Chips Crystal 10 Meat: Goddess Khasanda (full). There are new healing/war items. The Arcanum of Apothecary heals 1500 HP, which is now way too much but you want it soon. You can get the johar here too! They are great for creating the effects of data on enemies, so buy some earth (poison) and clean (silence) to as many people as you can. Prism gems are also present, which are good for non-elemental damage and are a random body part of an enemy. It's good to break some hard-working parts, so try to get anything. Although the ships don't go, because they are expensive: 4000 faxes. Weapononw. Light-up sanclar saber, gets a very expensive and inexpensive weapon. The power edge is an electric version of Furostabani (duh). Some enemies in the boss are weak to power the arbitrary, but not buy it, in the optional layering and next story. These are only new weapons for regular sale. Coach. Anointed crowns are great and can be used by someone. No one should get to heavy yadkas, but everyone should use it. Silver miles for light and heavy wood is great: 55 RDM, 10 RDM and it's not expensive. He has some weakness esphrifying electricity and protection from the earth (20% each). Leg. The archaris, night-zac in light and heavy wood, is with some RDM and ADvD. It's low for vein sax, but Archaris can't use it. Only new devices with red resistance have red-tana dint. There is not a new thing and it is not even a good equipment. Ignore this, unless you have already left. Now, karyatbali things. Its pert is a great light sword. Expensive, efficient and easy to make. It is 90 at 20 RST and the natural magician is bloody. Very capable of it, and it just needs 1 tugh in The Calstad, 1 Black Crystal (Living Coach) and 1 Hard Imperant (Goat Man, Lizard Lord). Try to get one of them! Natural magician is bloody very important. Green Bloody is a daint. It's also easier to make it cheaper than it is. 110 it,-10 RST, 2 attacks, no soul-run, natural grass-hawker. You only need 2 hard recognition, 2 night colors (poisonous flowers) and 1 serpal tip arrow (desert animal). You will be back here later for other items, but are unable to suffer much. There are grand arundane and good weapons. You have better alternatives which are easy to get, and you can get both of these weapons later without their creation in any case. -----04.3.05-Sadeqists Part II [04/30/5] Warning: This sadeqist on the laver must be completed in Chapter 3, but if you don't, you will not miss future sadeqists. Still, there is no reason and you have to do better now.

1. Polish edit education, 1 familiarity scales (bolt dragon, head break) and 2 raxsclasses (Turnen min and i legs by the Lord's poons or legs). It is a green body coach for the archarins and magicians 55 RDM and protection from ice and electricity. Good stuff, it don't go out of your way for it. If you are there to collect content, just get it. Pick up the stupid tancit on the mudbank law and bag on the left, then go south. The enemy here is either unclean, the CB, or the land of the krakan . This is the best place to fight them. You can't fight the land krakan, because no earth-related salastooni has been set, but keep in mind the place when you want to fight it. Go right to a LoggingProof Transaction (gas network). Go left and use the enemy walking in the water as a step stone to reach the Arcanum area.

You can get more direct attacks by the huge panji. Now reach the top to waste the flying enemy. The first to be right is a mango with the selastone: the experience-friendly law. It's great, allow passive party members to get experience without fighting. They will get 1/6 of tomorrow, which a very active party members get to consider 1/4. Nevertheless, 4000 crystals are not worth. You might want to take it for now, but remember that the low level characters you don't use is good for getting the skills faster. More than left-to-the-left..... You can get to the third step on a statue on the second floor, and a shave with a union kulghi. This is a puzzle room, where you need to break the sculptures from behind without another statue. If you fail, you will go to a toxic room fighter. There are some good things in it The room, then go there to slash a figurine from the front and return to the puzzle afterwards. Poison room has treasure paste and an anherjar. The chats, scattered through the room (nothing hidden), is: the fission, charge break and diagonalone. They're all stuck with gas. Dragonaluary has a very good stick with 80 MAG, 4 RDM and 10 RDM, but no great magic. Anyway, the extra MA is good. The up right of The Inherjer is: a magician. Important choices! (a) (Fire) or Non-Earth (Earth) is not the reason why you have to get. It's not that bad, it's just that X is either the best or the second best magician and the only one who gets all the mantra. He has a lot as well, but with less HP and unusual lying misguided. If you like to stray in an unusual way, X is unimproved. If none of them is it. She is also included with another miraj dress! Get it... Which is very easy with 90 percent chance. When they come to the Sahema desert continue. Mato gives a significant water, but Xehnon never gives you anything. Poison to leave Rome, examine the statue in the first floor and use a stone. Use sunlight stone to return to the back area and return to the puzzle room. The puzzle is simple. First go to the second floor and slash the leftmost figurine from behind to a sine with hala stone. Slash the next two to the bag with 30,000 points to the right and that's all. Go back to the statue and use hala stone to get to a new area... With a spring! The blessing of fire helps a lot here, as blessing and lafiforka blessing sword. Go left. Here's another puzzle. A blocked door is asking you to master the sword, the slingshot or the wimper. It's talking about the sialstoneas in the bath. You will find them soon and will have to keep it in a nearby mandeep to open this door. One in this room is actually in a shell in the upper left. Use the flying enemy to get there. The wrath of force is a seap (500 crystals) and triples it, but there is a 20% chance of you breaking weapons in every attack. A broken weapon has gone forever. It's still used to be selstone, but don't even think about taking in common battles or setting it in a mandeep. Just leave it here. Use the enemy of the flight to get two sets of broken stairs on the right. The top one is a magic flare and flare (gas network). It is a very good light sword, with fire element, 3 attacks, soul-run, 65 at t and 50 MAG. With a pissichosome that is like 115 it.. Better actually, since you can use THE MAC twice because it is an elemental attack. A great weapon, of course, it's got you immediately even if you have. The bottom of the ladder has 25,000 faxes and a green leg for valour, heavy and light yadkas. The same AS RDM is the ground and the zac rig without the protection of poison. Good only if you could not find the rig. Go left to the next room. Ignore the path and continue to the left. You have a one with a selstone Will get: just the wrath of bread. It allows the holder to be absorbed. When attacked, but the war menu is inactive. It's no harm to enemies and healing them can be very disturbing, but not good for you. I'll just ignore this enemy. Selstone expenses 1200 crystal... Not worth it. Go to the left for another unranger: the last heavy yadka. His goylum, or gerald. Gerald is the best choice here. He is involved with dragon bloody skills and soon learns the sharp ergonous (level 24, may also be earlier). Gualim is the most HP in the game and is involved with the jifikshi, making it a very good choice. My lane is the weakest and actually a bad character, but with less diana for the whole game. It will take a very long time to improve The Gwelum and that, so their loss will be much less than Gerald. If you like weapons for some reason, Then Goelrn is joined by the other Flambira. When continued, they will return to the ancient forest. This fax gives 50000, but others have nothing to give yet. Now go back to the way you ignore. Here's another cellstone in a shell on the left: stone-hurr rage. This one is great, it doubles the loss of all the snob attacks (arrows, or anything that is thrown), but slows down the holder. A team of archaris is deadly with it and it's the only one that harms enemies when it's set in a mandeep. So you can either put it or put it in a sandus (coming soon) to solve the puzzle and slow down enemies. It costs 2500 crystals, which is fair price. Don't restore yet. With this selstone, light yadkas are also unbelievably deadly when using energy theft, damage throw, shadow span or magic lock attacks. Energy theft is particularly impressive because it heals the user. If you've got it, try with Karkal. Go right to the mandeep.

The easiest choice for a light yadka: Win the loan. Crescent is less dissuading, a few hit, no elemental attacks and the same random stat-development as Jessica. The loan is not really special, less than just not painful, but it is better than the crescent on everything. His ALG is too high. Just left an unrhanger! Now just go down and go back to the statue. If you did not manage to use black moon stone again to try to get the unempowered hat wrath to shine the truth and find the final light with the yondra anherjar. Crescent or loan. The blessing of Asmani electricity (the owner uses earth strikes) and crack wrath are good. Don't make stone of wrath! Unfortunately, there's not much. Don't forget to leave the hat wrath anywhere before. Shell where you got it is a good place to do so. Use the qadmasi flame stone to get into a room with a sandand and a safe point. Leave your negative selstone here (and then take a good one in the spring) and save the time. The boss is in the next room. Preparation: Boss is here weak for fire and attacks with holy and earth. Then use silver coach, and avoid dark, earth and snow attacks. Archaris dominated the fight: Paheresus/Atrasa use fire attacks and can use fire and clean from it. Light yadkas can also help a lot with it, such as with a magician (Xa non or Psorion) fire storm. For important expertise, boss is a big unclean dragon. Every person has access to unclean and heavy yadkas, which are gaining access to the large and the dragons through weapons. As you can see, the damage will be easy to deal with. Don't forget the blessing of fire. Save and be left to the boss. Dragon Zombie ||| Lv 35 18,500 HP 220,000 Communications 21,000 Fax .495 it 362 MAG 82 hit 44 ADD . Race: Giant, Dragon, Unclean . Elements: The core is fire and clean-100% , earth + 50% , snow and darkness + 100% . The rest of the fire and the holy 50% snow and darkness + 50% land + 100% . Risk for silence (60%) Izen (60%) And Stone (60%) | Guida Item: Earth Crystal | Recommended Level: 25 ||| Parts: ||-Head: 5,550 HP, 57 RDM, 39 RDM; Item: Dragon Skull (40%) ||-Nec: 3,700 HP, 86 RDM, 31 RDM; Item: Dragon (60%) ||-Core (Important): 1,850 HP, 29 RDM, 20 RDM; Item: ? (80%) ||-Body (Important): 14,800 HP, 57 RDM, 39 RDM; Item: Routed Scale (40%) ||-Front Legs (2): 3,700 HP, 57 RDM, 39 RDM; Item: (45%) ||-Back Legs (2): 3,700 HP, 57 RDM, 39 RDM; Item: Vrankaram Wing (55%) ||-Attack: ||-Deep Migration: Long range, Dark Attacks, High Damage. Causes poison. ||-Non-confort: Wide, but short frontal range. Average loss. ||-Madness Eye: Medium frontal range. More damage causes confusion. ||-Unclean smell: Medium circular range. Average earth loss due to weakness. ||-Maleficent damage (great magic): Large circular range. High Ground Element. Loss of magic on all characters. When using ||-Maleficent damage (great magic): Large circular range. High Ground Element. Loss of magic on all characters. When using ||-Strategy First, about the dragon's body. The first to reach the cover is || Neck, so don't think it means less HP is a short battle. If you want to focus . On an important part, focus on the body. ||| Before you decide to attack the dragon, notice the symbol on the floor. This || Point to three places on the wall, which you can target. Behind these walls . Orbs are powering, increasing all its figures. Everyone has you . The ruin will be much more weakened than this, making the fight easier. It is recommended. You do not attack the dragon unless you have the break three orbs, or . You will have difficulty dealing with the damage and will get a lot of pain. Walls | 500 HP, orbs is 1000. Dragon Zombie is exposed behind a rabbit (no || wall hidden). ||| Once it's just doing normal work: get behind and attack. Can Boss . Still attack when you are there and it really changes around the fast, so if you . You need to charge show first try to do away with and do so as far as you do. Can. Look out for cloudy damage when it gets low on HP. It's strong, but not . Indeed it is dangerous with the blessing of Asmani electricity in the mandap. Still, you . Probably not be able to avoid it, so keep your HP up. Remember, Great . Magic kills all the goals, even if they're not in the range. ||| Here are only two items of interest. First of all are the rooted scales, || . Which poison, physician, unconscious, confusion , . Gives protection by 40%. Silence, freeze and stone. It's all great, but the best part is that . . . This is the first green weakness. Easy to break the poonch (and || recommended), so there is a fair chance that you can get it. With him . Finaly, increase your figures in war gets your HP, but . Better because it also gives + 10% it (this not). High Dron Rate. It makes it easy to get even armed, but it can be very difficult. Now, keep it in mind later. To break the neck, just attack . ||| The other great item is dragon. It kind of like the fantastic. Armed, increase your figures in war gets your HP, but . Better because it also gives + 10% it (this not). High Dron Rate. This devices double the loss of significant hit, but the user has

The other great item is dragon. It kind of like the fantastic . Armed, increase your figures in war gets your HP, but . Better because it also gives + 10% it (this pot). High Drop Rate . It makes it easy to get from even armed, but it can be very difficult. Now. Keep it in mind later. To break the neck, just attack . Break the front and head first. ||| If you are getting a dragon, you can try to get a dragon. Scalp. This devices double the loss of significant hit, but the user has . Take the damage along with it Does not kill the enemy. A very severe | Devices, it's not really that useful in practice but good for 1-hit kill . Setup. ||| Great stuff. Check out the boss of glitter on the left to fight the owner if you want. Go back and save. Also, a warning: you will need to rage the unempowered hat to get an item in a later stutter. All this you will need, but remember to restore it if you want to get all the items. Stone-hurr wrath and the wrath of force are also great choices to restore, but depend on your personal game style. Now you can go back to the statue and use the sun and moon stone, but there are some things you want to do before. Check the next section (04.3.07) for this. If you just want to move it on, read it. Go left after using the stone and see. Don't worry about any stuff on two characters, check the next section for details about this. Anyway, open here to open the chats here the Roves Os symbol (Red Training!) and 2 expert experience. Red Training allows you to learn double edge (red prices + hard+ arms + training, very expensive, not really worth it), giant assassin (red prices + holy + weakness + dark + training-really good too). Now go back to the statue, use the eclipse stone and go back to the world map to finish the chapter. -----04.3.07-Checklist II [04307] Here is a list of things you want to check before completing chapter 3. Most of this is optional, but the rest of the game can have a huge impact. If you're going to hunt for items, check the end of the section you're interested in using for it. --- the --- you did the ancient jungle, The Turgen Mine and The Chatu Mania quests? You must now unlock these folds, or will not be available later. Remember to get their rewards as well as to unlock the next tests in the ancient forest and The Turgen Min. If you wasted it, go to section 04.3.02 for the ancient forest and The Turgen Main, and section 04.3.05 for Chatu Mania. --- Skills and Misguided Es---Please check section 04.3.03 for a list you can have and master after this. This list only shows that the new misguided and expertise is also included:-Blue Katka: Basbasa Sir (Green Coral's Tentclass)-Red Body: Stores-Sold in Redhead: Between each other's red prices, Buying anointed crown in Crell Monfagni: Insect Claws (Sandasi, Hemaha Desert of Vishal Saarab)-Red Hard: Ram's Sing (Desert Animal's Sing, Sahema Desert)-Red Training Boroto Os Symbol (Palace of The Dragon Eyes, Last Room; As long as you believe you have Everything you want to do in chapter-Red Snow: Core Rubi (Red-Zero Crystal, Cert Volcano-Kover)-Red Pak: Kaper Kanda (The Bathrooms of The Wannakarma Knight, Van. Dragon)-Red Dark: Bottomless Color (by a chief or by the gentlemen's waist). The Palace of The Kravos Jungle Skhador or The View Dragon-Green Body: Pradamel (Talk to Him in Release Karka and Calstad), Dragon Coach (Palace of The Dragon Of Eyes), Miraj Dress (Kravos, x Non-Initial Luggage), Crystal Dress (Of The Van's Palace) Elfin Taffatai (Of The Van's Palace) Elfin Taffatai (2 Nd Paul in Suladi with Karyatbali Red Minerals, 2 Galaxy Scales and 1 Familiarity Scales-Green Arm: Holy Gantlet (Starting Equipment of Karka)-Green Leg: Rig Zac (formed in a alligator with 1 valnooric skin and 1 dragon stone) , silver zac (found in Kravos) or chivalor found in the palace of the zac (van) Dragon-Green Weakness: Rooted Scales (Dragon Zombie Wiote, Van's Palace, Dragon)-Green Resistance: Zingar Scales (Hydra's Body)-Green Activation: Damascus (Iron Goem's Sheds, Van's Palace, Dragon)-Green Fire: Perituthanac (Wild Lizard Body, Cert Volcanic Cover)-Green Earth: Dead Man's Semen (Great Devil's Breast, Chatu Mania)-Green Darkness: Right Head Bre

A magician's premium list can show how useful it can be to promote certain levels, at least for expert experiments. They are good and stat-promotion, but each role also has 2 unique objects to get up to very high levels. The question is if it is able to get these items, consider how long it levels take. Let's first see what these items do:- Fines Sword Goodbye: Light Sword, 210 ft, 30 Hit, 3 Attacks, SC Enabled and SC Damage +50%.- Valecam Right: Light Sword, 300 ft, 30 Hit, 3 Attacks, SC Enabled.- Better Dragon Bloody: Heavy Sword, 200 ft, 200 Att, 3 Attacks, SC Enabled, Natural Dragon Bloody.- Bahamat Tear: The Hewey Sword, It 600, 3 Attacks, SC Enabled, Natural Dragon Bloody.- Undead Sword: Heavy Sword, 260 at, 2 attacks, SC enabled, it as it, to deal with the sword of the meek heavy sword, 850, 2 attacks, SC activated.- The stone grey instruments of the philosopher: 100 MAG, causes migration when attacking. + 20% resistance for all elements. 3 Weak weapons are the strongest by chapter 5, which is not really them at much. Their additional effects include some more use for them, but not much. As you can see, they're not really a grinding affliction. 3 other important games have the strongest weapons of their class, but bonuses will be insignificant in the fold. They are very, very overcome, and you should make the game easier than you with 15 levels. Surely, you don't need to simplify these weapons for the game. As the method used to get them will show, you have the right objects and skills so you can easily kill most enemies, that weapons at this point will not be able to make much of a difference. A 1 hit kill is good, but is it better than a 3-hit murder? For random enemies you can also, in many cases, use the key skills to kill them immediately. Good items and skills will finish you throughout the game and will take long to get, while the weapons will be eliminated, and the fastest known method can take up to 40 minutes. It's up to you if it's good or not, but when you use weapons you spend to get them when you save less than the time you save. The post in The Post in The Right hand is the philosopher's stone is not really special. 100 MAG is good, but it's not enough to verify too much grinding, and random migration can be bad for experience. However, the homunculus seed is the best thing you can get from powerleveling. While weapons will eventually become immutable, the shard will always be good. Using it later is possible to get a role around 80% resistance for all elements. That doesn't mean that this is something you need to achieve, just if you want to invest in it. Then this is the best thing you'll get. So you have many options here. One of them Don't take care of and just move with the game. Move. That's what I personally do and advise, because all the items are things you can live without and it just has to move at high speed. Still, the choice is yours. If you are close to the level that provides you with something that interests you (say, a level 17 lone) then you can get anything, either you like to do everything in the game or you enjoy fighting the same enemy for a long time. In this case there are several ways to get a little faster. The best plan is that, to use these 4 characters and fight an enemy provides many experiences and can be killed fast. A good way to get started is to experience the pig law in chatu mania getting the salstone. If you don't have enough crystals to restore it, use it to fight into chatu mania until you do so. OWas from just direct attack, they give great experience and are very easy to kill. If you increase it to some MAG, the fire storm of the laser would be enough. You can also take this time to collect any item you need from the above lists. If you want your entire party to level up, consider the experience-friendly law from the Palace of The Dragon. If you do this, try to dead one or two characters so you can use them to quickly learn skills. Once you've got the experience pig law, the Kravos move on to the forest's sanctors. This is a great place to get To Lyon and Arrangram to level 40 and Dylan and 45 laserd (or whatever level you want), by fighting Hydra. No, dragon zombie is not better. No matter how fast you can hit it, Hydra is fast and much more straightforward. Make sure you are using these letters and have the following weapons and skills:-Deszuyahander (or any other strong weapon, but it is best)-Fists Iron (not for Lezard)-Mental Development (Laserd only, maybe Even Lyon)-Training (only if you have spare CP!) Lezard and Lyon use the best weapon seising for you. Perhaps from the Dragon's Palace of Dragon, the eyes flare up both. Level 20 you need is CP for everything. Before it can be preferred for everyone, or you can ignore it for Lezard and Lyon and use training instead, because Dylan and Arrangram should be strong enough to handle hydra only in this way (but make sure they can). For accessories, you can use empty shell + silence Are. Just dylan is enough, but Dylan+ Is better than The Arrangram Course. If you've got anything more then it can be ignored. Make sure that both heavy yadkas also have bloody spinches and great eagle hearts. Don't bother with giving this Lyon and the laserd. Dylan power wide and arrangram gear.

