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Sword of xolan act 2 level 10

Forging the Legendary Sword in search of lost time The road to Mordegon finally opens and you have the weapons necessary to kill the Lord of darkness. You should have all the tasks completed just leaving Harma's wheels intact, you can try these now and use the rewards received. However, note that once you reach Act III, you will get the tools that will make this task much easier without any reduction from the ultimate boss of Act II. Once you have prepared, go to the Inn or Camp for complete healing before using the Calamus Flute. Mordegon's Fearful Fortress beckons. Fort Fear! Section Area Melting Globules x3 Level 1, East, Chest Pride of Valkyries Level 1, West, Loose Chest Metal Jacket Level 1, West, Chest Seed of Skill (Pandora's Box) Level 1, West, Colorful Chest Cocoon Level 2, Staircase, Chronocrystal Pot Level 2, Exterior, Chest Technicolour Dreamcloth x3 Level 2, Male, Chest General Directive Level 3, Chest Sainted Soma x2 Level 3, Central Room, Chest Mini Medal Level 3, West, Chest Agate of Evolution Level 3, Outer, Chest In Fine Fettle with Liquid Metal Level 3, Exterior, Chest Stardust Sword Level 3, Exterior, Chest Agate of Evolution Level 4, Central Room, Poker Chest Level 4, Exterior, Chest Stardust Sword Level 4, chest Meteorite Bracer Level 1, locked door to the north, chest Sage's Elxir x4 Level 4, chest «12» Sparkling point area eventcloth level 1, eastern Savvy Sapphire level 1, Central Room Platinum Ore Level 2, Central Room Goobricant Level 2, East Eventcloth Level 2, outside Sunny Citrine Level 1, central room Equable , Saint's Ashes Level 3 central room, Royal Ruby Level 1 central room, Artful Amethyst Level 1 Central Room, Monsters HP Balih –566 Caped Caperer – 2 16 Dragoon (Mount) – 296 Overkilling Machine – 504 Pandora's Box – 1800 Jerkules – 1198 Brodyssus (Rare) – 3391 Visor Kaiser (Mount) – 329 Dark Dullahan – 575 Metal Dragon – 821 Clockwymm (Rare) – 2429 Golden Girl – 346 Leger-De-Man – 261 King Cureslime – 680 Manticore – 791 Hooper Trooper – 576 Hard-boiled Eggsskeleton (Mountain) – 463 Dragoon (Mount) – 460 Shadeshifter – 255 Great Keeper – 699 Helldrider (Mount) – 360 Headless Hunter – 879 Great Dragon – 1900 Loss Leader – 1073 Token Taker – 381 Metal King Slime – 20 «123» After you land, make sure that once again you are prepared as you walk towards the entrance, a Spectral Sentinel blocks the road ahead. Boss: Indignus! Indignus may look scary but now you should be more than capable of dealing with him. He has about 3500 HP so you'll need to make sure you Sap him to put a dent in him. His frequent attacks will hit for 110+ HP and his most deadly ability is when he readys his blade, which will be followed by Combine lethal attacks on random characters in over 170HP. If the majority of his land on a character with less HP (such as Serena) then you you Found her disabled in the first place. Inferno Slash will focus on a character who inflicts fire damage but is easily healed and he can use Desperate Attacks at will. Kacrack will hit the entire party for over 90HP so be sure to keep an eye on your HP and don't let it drop under half. Finally, and most importantly, Gigathrow will hit the entire party and cause paralysis, be sure to treat it with Tingle immediately. 12(1/2) Ready Blade is Indignus' most lethal attack At this stage in the game, Indignus and the following bosses can start deleting your beneficial state effects, which means you'll need to focus more on keeping the damage integrated instead of wasting time stuck in a continuous buff cycle. Sticking with the usual tactics of now, double Re-Vamp Jade is followed by Multithrust or Multifeet and Oomphle heroes to use unbridled blade. There's Hendrick Kabuff twice to soften the blow from Indignus and then resort to Parallax while Sylvando can continue with Hustle Dance, using That's Amore if the opportunity arises. After The Failure of Indignus, you get the Green Globes again and finally get access to the Fear Fortress. Before going through the door, use the goddess statue in the corner to recover and save your game. Note: The fearful fortress is a large dungeon with many challenging encounters. This Statue of Goddess is the only statue in the dungeon, so you will need to make regular trips to recover, inside you will be greeted by three Dark Dullahans, be sure to defeat them and then go into the central room. This room acts as a center of the entire fortress and you will come across (and up) several times. Take the time to fight the monsters in this dungeon, you'll want to be at least Level 50 at the end of it and 55 will make it a lot easier to manage. In addition, the monsters here can drop useful items and you also have the ability to meet Metal King Slimes. Follow the east door and then head north at the first intersection to find a Sparkle Point containing an Eventcloth. Head south now at the intersection to find a chest at the back of the room containing three melting globules. Return to the intersection again and go east, via Metal Dragon, to find a switch that, when jumped in, will unlock the door leading to the west side of Level 1. Go back to the central room and head west, head south at the intersection and follow it to the end to find a chest containing a Recipe Book, Pride of the Valkyries. This is a costume for Jade and is her best device for Act II, seeing as you're still early in considering Zooming in on a camp to create it and return. This recipe book contains Jade's best armor for Act II (left), you'll find this chest under the stairs leading to Level 2. (right) Return to the west corridor of Level 1 and go north at the intersection and Swords under the stairs to find a chest containing liquid metal jackets. Take the stairs up to find another trunk, which contains pandora's box. Pandora. To beat it quickly before it can get Kathwack off and get a seed of skill. Take the stairs west up to find a pair of pots containing a colorful Cocoon and then follow the road to the intersection. Go west and through the door to find yourself outside with a chest, open it to get a Chronocrystal and then go back inside. Take the next southern path and follow it to the end to find a chest, this contains three pieces of Technicolour Dreamcloth. Go back to the intersection again and go through the east gate to get to the central room again. Walking into the sigil to use the luminary's power and blast away the crystals allows you to use one of dragoon mounts to fly down to the bottom. Do so and rob the Sparkling Spot containing a Savvy Sapphire before flying back up to Level 2. Instead of landing in the middle however, search the balcony to the south to find a Sparkly Spot containing a Platinum ore. Land back on the central platform and pass through your east gate. Follow the path, past Golden Girl and Manticores and search the northwest corner of the room to find a Sparkle Point containing a Goochicant before going outside. Follow the linear path up the stairs and reach the end where you will find a portal that will take you to another part of the outside. Grab yourself a hard-boiled Eggsskeleton mount and bounce your way up the platforms, looting sparkly spot containing an Eventcloth along the way and up to level 3. Following the western route at the first intersection to plunder a chest containing the Formula Book, the General Directive will allow you to forge Hendrick's best equipment in Act II. However, stop going back until you open the Level 3 shortcut and head south to the central room again. Use the luminary's power to break the crystals again to unfold a shortcut and then zoom out to a camp to forge Hendrick's armor. 12(1 of 2) This Recipe Book contains the best equipment for Hendrick in act II!This Recipe Book containing the best equipment for Hendrick in Act II (left), be sure to fight the encounter to hopefully come up against Metal King Slimes. (right) Return to the central room on Level 1 and grab the new Sparkly Spots (along with the previous one) containing Sunny Citrine and Equable Emerald. Grab a Dragoon mount and fly up to level 3 where you'll find a chest on the western balcony containing two Sainted Somas along with a Sparkly Spot in the east containing the ashes of a Saint before escaping through the south door. Follow the western road at the intersection and follow it to the next intersection, continuing west to find a chest containing the Mini Medal. Defeat a Kaiser Visor in this room and mount it, go north at the nearby intersection (the eastern road from the first intersection leading to a room of Penny Pinchers) and follow the path to get outside. Go north to the gate first and then follow road until you reach the spiral staircase. Ignore Ignore Path south and make your way up to the top to find a chest containing a Gold Bar. Return to the stairs, drop the ledge and go south to the next gate. Search behind Jerkules to find a chest containing a Recipe Book, In Fine Fettle with Liquid Metal that will allow you to forge the best weapon for Act II. Again, hold on until you unlock the next shortcut before shooting out to forge them. Searching behind Jerkules to find this Recipe book (left), large sums of gold can be found behind Great Keepers. (right) Climb to nearby platforms and have a final port where you'll go through some Helldrider, beat one and mount it. Climb the first wall and then cross the aisle that Great Keepers are protecting to find a chest containing 5000G. Go out of the aisle and follow the next wall to a bridge. Take this path forward, defeating the Great Dragon in the process and through the door at the end. Go forward, pass Headless Hunters and Loss Leader until you reach the center room again. Use the power of the Luminary to break the crystals one last time and then Zoom to a camp to start forging some new weapons. Be sure to forge Gooreatsword liquid metal and Spear liquid metal along with some liquid metal armor for heroes. When you're ready, Zoom back to Fortress of Fear and make your way to the central room on Level 1 again. Grab all the Sparkle Points on the ground including two new points containing Artful Amethyst and Royal Ruby. Snag yourself a mounted dragoon and make your way up to level 4 where you'll find a chest on the east balcony containing an Agate of Evolution. Fly back to the center and through the north door. The road ahead is blocked to follow the western gate and follow the northern road to an intersection. Take the west door first to find a chest containing a Poker and then go back through and go to the east door to find a switch. Return through the portal and follow the eastern gate, following the path to the next intersection. Travel east to find a chest behind the Great Dragon containing the Stardust Sword before following the western path to another switch. 12(1 of 2) Poker and Stardust Swords are the only weapons that can be upgraded in Act III!The Poker and Stardust Swords are weapons that can only be upgraded in Act III (left), Meteorite Bracer is the best Agility accessory in the game. (right) Go back to the original intersection and walk forward into the platforms you just raised. Go through the west door and defeat the Great Dragon to access the switch behind it. This will allow you access to the deepest reaches of Fortress of Fear however take the first eastern path to find a switch to hit. This opens the north door back on Level 1 in the central room, back and grabs a Dread Dragoon mount bottom. Go through the north door now unlocked and open the chest at the end to get extremely useful Bracer, this will increase the wearer's agility to 100 (and 200 at +3) making them capable of first action in battle, perfect for your healer. While you are here, going out to use the Goddess Statue to heal and save your game, you have an upcoming tough boss battle. Fly back up level 4 and head north on the platforms you raised to find the last chest containing Sage's four Elxirs. Make sure you have been completely healed and restored all your MP and then go through the door. Boss: Jasper Unbound! Jasper is your toughest battle and not to be taken lightly, regardless of your device. Like all bosses at the moment, he can and will remove your buff regularly, the good thing about this is that it will waste one of his turns casting it. Lance of Darkness will hit the entire party in about 200 HP, similarly Pitch-Black Flames will hit the party about 150 HP and he can make a team member hallucinating. He will also use desperate attacks over time and his regular physical attacks hit hard. Eventually, he will also call on allies to help him in the form of Bahbits, ignoring these and focusing on Jasper. Lance of Darkness is Jasper's most dangerous attack (left), like similarly, Pitch-Black Flames also hit hard, keeping your HP always. (right) Jasper has about 3600 HP, not so much at this point in the game but you'll need to monitor your HP all the time, don't let it drop below half. Having Hendrick use Kabuff to Jasper waste in turn removes it and then helps with Sage's Stone and Parallax if possible. Heroes should use Either Unbridled Blade or Sword Dance, both hit hard but Sword Dance is less MP along with each hit can make an important hit. Jade should use Multifeet at this point, if you can buff her with Re-Vamp or Oomphle, she will be even more dangerous. Finally, Sylvando, Serena or Rab should do constant healing tasks, not taking anything for granted. When Jasper evaporates, you get the Purple Globe again to complete your globe collection. Heading north through the door and towards the gate to witness more scenes. Follow the gate up to the Palace of Malice that follows it and then prepare yourself, as you walk through the door at the end, the battle will finally begin. To begin with, check your inventory, make sure you have a lot of MP restored items on everyone and Yggdrasil Leaves on characters that otherwise can't be revived. You will want to be around Level 55 as a base, if you don't then return to the lower levels and fight some battles until you reach it. Once you are fully prepared, go through the door to face mordegon in the end. Lord of Shadows! The Lord of darkness has about 5500 HP so you'll need to be ready for a long battle. He has many damaging attacks and like Jasper before him, the ability to remove your own buffs. Using orb, Evil Energies will trade about 150 HP for the party and him Summon a Shadow of Shadows that will both buff the Lord of shadows and inflict damage on your team. Be sure to take out the darkness of darkness before it has a chance to use Kabuff or else you risk prolonging the battle. Power of Darkness is a broad attack by other parties that can cope with the as high of 200 HP and he can drain your MP on top of it. Finally, Blade of Ultimate Power will trade around 240 HP for a single team member, as you can see, if many attacks against you then you may find yourself close to dying very quickly. 12(1/2) Evil Energies will hit the entire group because of heavy damage!Evil Energies will hit the entire group for heavy damage (left), while Blade of Ultimate Power focuses on one character. (right) Hendrick should use Kabuff and then work using Scrap Mettle to lower his defenses while using Sage's Stone to help heal. Trying to get Oomphle off on heroes and having him use Sword Dance and Jade is more deadly than ever with Re-Vamp (only use it once here) and Multifeet. Finally, any healer would be useful here although Rab's large MP pool helps to deny the need to use MP to restore items. When the Lord of Darkness falls back, defeated, he uses one last trick on his sleeve, transforming himself into a giant combination of man and dragon. If you are defeated in the next battle, you will have to repeat the previous battle if you want to challenge it again. Boss: Lord of Shadows and Mordragon! You will be fully restored at the beginning of the battle and you will fight both the Dark Lord and Mordragon. Mordragon is based on more magic and will use heavy hitting spells while Lord of Shadows is more physically based. Each end has about 5600 HP and you will need to defeat both to finish the battle. You start fighting only Mordragon until you deal around 1600 HP, take this time to buff up and prepare yourself. Mordragon will use regular attacks for about 250 HP, heavy hitting spells and also disruptive Wave to remove your buffs. A few Sword Dances and Multifeets should put it down quickly, at which point your goal turns to Lord of Shadows. The Lord of Darkness, like Mordragon before him, will use disruptive wave to remove buffs along with the use of Kaboom for over 170 HP. Mordragon can also strike remotely with Kafizz for about 120 HP to a single target. Each head will use the Disruptive Wave as it retreats (left), using the Magic Barrier to help with spells. (right) When the two of them attack together is when the real battle begins. At this point, you must make Mordragon your main focus, if you defeat the Lord of Darkness first then Mordragon will use Kazing to bring him back to life. Mordragon can trap a human in its mouth, take them out of action for a round before returning them to Toxic. Both of them at this point will start using spells like Kazam and Kafizz along with a flame breath from Mordragon. Kaboom continues to be a nuisance and when two of them Peg Up, be sure to be fully healed along Magic Barrier, Magic Burst is capable of following is extremely deadly and can wipe out the whole group if not fully prepared. Alternatively, they can choose to use Almighty Black Mark instead and while a lethal trap is left in place, it is preferable to Magic Burst. 12(1 of 2) Mordragon can eat a character to take them out of action for a few turns!Mordragon can eat a character to take them out of action for a few turns (left), Almighty Black Mark is preferable to burst deadly magic. (right) If you have learned Cleansing Mind with Rab then be sure to use it to eliminate the threat of Pep Power. Mordragon has the ability to significantly reduce your spelling resistance, make sure you remove this with magic barrier as quickly as possible. For attack, your usual strategy of Hero using Sword Dance with Oomphle is a sound. Jade will be able to use Re-Vamp at least once before Multifeet, if this critical hits several times then you will be doing up to 800 damages. Sylvando is useful for this final stage, Hustle Dance is more useful than ever, Oomphle is always handy and Gold Rush is a good group-based attack to pair them. Remember that you have eight party members at your own will, if one seems to be short on MP or close to death, replace them with a healthy one to lie on more pain. Watch the next scenes as Mordegon is defeated and the fearful Fortress collapses to the ground. In its wake, the World Tree recovered and returned to Erdrea. Enjoy the next scenes when scrolling the credits list and you'll have a chance to save your game. Given to defeating the Lord of darkness and restoring the world tree to its right place in the sky. Now what? Your journey isn't over yet, as you load your game, you'll be able to join the post game that serves as the third and final act of the story. If you want to see Dragon Quest XI through to its end, you haven't done yet. Yet.

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