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Dragalina lost void weapon guide wow classic quests map guide

Highlighted cells in yellow, with italicized text, indicate the point where a weapon's Strength becomes superior to the MUB weapon two tiers before. Void Battles[] While there are many Void Battles whose weapon's Strength becomes superior to the MUB weapon two tiers before. largely unnecessary. Highlighted cells in green, with bold text, indicate the point where a weapon's Strength becomes superior to the previous tier MUB weapon. Recommended to build only if desiring to obtain its weapon bonus, after maxing all other items. Requires owning a fully upgraded non-elemental Core 5 weapon, a chimeratech weapon of matching type and element, and Smithy Level 8 or higher. Support adventurers and healers can get by with lower-tier weapons (typically Chimeratech), but it can be difficult to get past public co-op room might gates with 108% Recovery Potency, removes burning, and increases the entire team's strength by 15% for 60 seconds. Ideally, additional shared skills that provides healing and/or increase defense should be unlocked, such as Halloween Lowen's You won't trick me!Lv. 1: Restores HP to all allies with 31% Recovery Potency and continues healing over the next 15 seconds with 25% Recovery Potency every 2.9 seconds. More vulnerable to burning, but much faster than the quad Pipple comp due to Karina's significantly higher personal DPS. See Kai Yan's Wrath Guide: Master for more details and strategy information. High Mercury's Trial[] High Mercury's Trial: Master The vast majority of adventurers will be able to clear this quest comfortably as of Update 2.0 in 3DPS and 4DPS compositions, if they have at least a MUB Chimeratech weapon and an appropriate dragon. Although DPS is important, a dead DPS is 0 DPS - and lowered DPS can snowball into worse situations as mechanics become rougher. Don't run more than two Gala Princes, or more than one Chitose, to prevent personal DPS from going too low. Three or more adventurers: Immediately readies the user's initial skill, displayed at the top of their skill list, for use. See Volk's Wrath Guide: Expert for more details and strategy information. [2805 SP]Lv. 4: Deals 4 hits of 722.8% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds, dispels one buff from each enemy, and inflicts poison for 15 seconds - with 120% chance. Summer Amane is a healer, not a DPS, despite her weapon type. [5916 SP]Lv. 2: Restores HP to all allies with 90% Recovery Potency, removes paralysis, and increases the entire team's strength by 10% for 60 seconds. Ayaha & Otoha's Wrath[] Ayaha & Otoha's Wrath: Expert The vast majority of adventurers will be able to clear this quest comfortably as of Update 2.0 in 3DPS and 4DPS compositions, if they have at least a 0UB+ Agito or 6UB+ High Dragon weapon and an appropriate dragon. This Life Shield caps at 70% of the user's max HP. [2805 SP] from Ranzal, who is a story adventurer, if no one has an innate dispel. Some of the adventurers in the "healers" row can only trigger healing if adventurers are equipped with a Healing Doublebuff wyrmprint, as they do not directly heal, but rather have a spammable defense buff. High Zodiark's Trial[] High Zodiark's Trial: Master The vast majority of Curse Res adventurers will be able to clear this quest comfortably as of Update 2.0 in 3DPS and 4DPS compositions, if they have at least a MUB Chimeratech weapon and an appropriate dragon. For additional dispels (highly recommended in case of accidents with healer Cleo as the healer composition), any adventurer can equip a level 4 shared skill Tornado BashLv. 1: Deals 4 hits of 468% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. Requires owning a fully upgraded non-elemental Core 5 weapon and Smithy Level 8 or higher. Renee, Summer Celliera and Summer Julietta provide a bogging skill as their shared skills. [2987 SP]Lv. 2: For 20 seconds, increases the user's strength by 30% and entire team's strength by 5%, but decreases the user's defense by 25%. Volk's Wrath[] Volk's Wrath Expert The vast majority of adventurers will be able to clear this quest comfortably as of Update 2.0 in 3DPS compositions, if they have at least a MUB Chimeratech (in private rooms), or preferably, 0UB+ Agito or 6UB+ High Dragon weapon (in public rooms) and an appropriate dragon. [8000 SP]Lv. 2: Activates "Wild Child" for 20 seconds, increases the user and nearby allies' strength by 3%, critical rate by 2%, skill damage by 10%, and skill gauge fill rate by 10%. This shield can stack with ordinary shields. If playing a Sleep Res unit and no one can cleanse stun, avoid getting hit - being stunned can prove lethal very quickly if you're hit successively. Avoid excessive use of affliction-reliant DPS if possible, as there are significantly more adventurers than a normal quest, and Omega difficulty raids can potentially take the entire timer, or even go into overtime, before clearing. The current endgame content is regarded as Expert and Master difficulties of Advanced Dragon Trials (aka. Do not use HP augments, or any defensive co-ability (additional HP, any Defense, any Water Res), to ensure that Last Bravery IIIIncreases the entire team's strength by 30% and defense by 40% for 15 seconds when the user's HP drops to 30% (twice per quest). High Jupiter's Trial[] appropriate dragon. Avoid comps with 3 or more ranged units, as it becomes possible for the healer to not get targeted by Snapping Squalls, significantly reducing DPS during that phase. Teams with Luca (not Gala Luca), Gala Prince, Gala Zena, and/or Ilia should pay attention to the team composition and ensure that there will be at least two Poison Res adventurers available for Phase 2's portals. The Agito Uprising[] Unlike Advanced Dragon Trials, The Agito Uprising quests drop materials for crafting weapons of the same element as the adventurers used, so there is no clear cycle within Agito. Everyone should equip Odd Sparrows for healing. It will also increase the entire team's strength by 8% for 60 seconds. Patia Patia Patia Nefaria Gala Alex The Patia + Odd Sparrows or The Dragon Smiths comp for eKY. Steps 1 and 2 can be skipped if you have core 5 weapons or better, and are playing in co-op. An example combination of wyrmprints that would fill appropriate slots with the optimal abilities would be Dragon and Tamer, Tough Love, Unexpected Requests, Entwined Flames, and Dragon's Nest. Teams with Gala Prince, Gala Zena, and/or Ilia should pay attention to the team composition and ensure that there will be at least two Poison Res adventurers available for two of the portals. Ideally, Patia's Sparrow's GuardLv. 1: Increases the entire team's defense by 15% for 15 seconds. Pipple Pipple Pipple Quad Pipple comp. Teammate Co-abilities — your inactive teammates contribute their co-abilities even in co-op, so it's important to set up your team with appropriate co-abilities. [2490 SP]Lv. 4: Deals 2 hits of 740.6% water damage to the target and nearby enemies, inflicts freeze for 3-6 seconds with 200% chance, and frostbite - dealing 41% water damage every 2.9 seconds for 21 seconds - with 120% chance. At least one of the units should carry Cupid, and/or a healing shared skill, such as Cleo's Elder CureLv. 1: Restores HP to all allies with 72% Recovery Potency, and increases the entire team's strength by 8% for 60 seconds. Ayaha & Otoha's Wrath: Master Pick any 4 (avoid duplicate pure buffer roles) and you're good to go. Equip a Burn Res +50%Reduces susceptibility to burning by 50%. Standard HDTs can be done in any order, though their difficulty varies; Generally, it is recommended to use a fully upgraded Chimeratech or any Agito weapon to clear Advanced Dragon Trials, due to the high cost of crafting and upgrading a High Dragon weapon to surpass a fully upgraded Chimeratech; the High Dragon weapons should be crafted only to obtain their weapon bonuses, once other avenues of improving adventurer performance have been exhausted. [4800 SP]Lv. 3: Increases the entire team's defense by 25% for 15 seconds, and activates "Skill Shift." Phase II adds an additional 3% increase to the entire team's flame resistance for 10 seconds, while Phase III also increases the entire team's energy levels by one stage. As core elemental weapons have only 4 unbinds, its stats at 4 unbinds is shown for the MUB column. Augments — Fortifying Crystals and Amplifying Crystals can add up to +100 base HP and +100 base strength to an adventurer. He takes the brunt of the damage in an auto run. Ranzal may be replaced by Gala Ranzal or Lin You, but note that this may cause poor dispel usage in compositions with Lowen, effectively reducing DPS. activates. In co-op mode only: There should be at least two adventurers with Poison Res available, as these portals will result in an early demise for off-resist adventurers due to the combination of 1HP and unavoidable damage, and each adventurer with Curse Res, and at least two adventurers with Poison Res available, as these portals will result in either DPS loss (Poison Res in Curse portal) or an early demise for off-resist adventurers due to the combination of 1HP and unavoidable damage (Curse Res on Poison portal), and each adventurers will be able to clear this quest comfortably as of Update 2.0 in 3DPS compositions, if they have at least a MUB Chimeratech weapon and an appropriate wyrmprints for endgame quests for your adventurer is critical. Patia Bellina Bellina Bellina Bellina A sample 4DPS composition with one Patia having all DPS adventurers equip Brothers in Arms to maximize their DPS via the sheer amount of Strength Doublebuffs. Do not use the void weapon, which is very easy to craft and is stronger than both core and void weapons at just 4UB. [2805 SP] from Ranzal, who is a story adventurer. A controlled leader DPS adventurer with both resists can make dealing with portals significantly easier. wyrmprints (such as The Chocolatiers and Rogues' Banquet) to cast Earnest PrayerLv. 1: Increases the entire team's defense by 75% for 5 seconds. The following tables list recommended adventurers, in the order of event welfare, DPS, support, and healer, for each possible advantageous element. While wyrmprint stats do not get multiplied by any facility, the +500 total stats from five fully augmented wyrmprints is still a significant boost, and as they are base stats, they can be further multiplied by abilities. Flame Dracolith should be at level 30. Weapon-specific abilities and/or skills cause Chimeratech and Agito weapons to perform better than what their Strength alone indicate. Ramona Ramona Mitsuba Grace 2 Ramona speedrun comp. [2649 SP] having a slight chance of bogging High Brunhilda. [4800 SP]Lv. 2: Increases the entire team's defense by 20% for 15 seconds, and activates "Skill Shift." Phase II adds an additional 3% increase to the entire team's flame resistance for 10 seconds, while Phase III also increases the entire team's energy levels by one stage. A 4DPS composition will require Templar Hope, and everyone equip Odd Sparrows for healing. [5916 SP]Lv. 3: Restores HP to all allies with 108% Recovery Potency, removes bog, and increases the entire team's strength by 15% for 60 seconds. (optional) Farm a Catoblepas Void Battle for materials to unlock Spectral Shield Penetrator for the appropriate weapon type and element. Co-abilities (and chain co-abilities) should be selected in order to strike a balance between DPS and survivability. Alternatively, pick any 3 DPS and pair with Lowen for a 3DPS composition, if you have trouble surviving unavoidable attacks. [4367 SP] shared skill should be unlocked and used as Templar Hope's secondary shared skill, to improve strength and defense buff uptime - the latter is important, as the auto battle composition hinges on him surviving. Unlocking The Agito Uprising requires having cleared Chapter 10 of the main campaign, and the Standard difficulty of any High Dragon Trial. [4367 SP]Lv. 2: Increases the entire team's defense by 20% for 15 seconds. Note that activate abilities that activate at low HP, such as Last Bravery IIIIncreases the entire team's strength by 30% and defense by 40% for 15 seconds when the user's HP drops to 30% (twice per quest). Advanced Dragon Trials and The Agito Uprising[] Unlocking Advanced Dragon Trials and Uprising[] Unlocking Advanced Dragon Trials and Uprising[] Unl Alternatively, a non-Tiki/Yurius adventurer may equip Leviathan, or either Elisanne/Jiang Ziya may equip High Mercury for bog access, at the start of Phase 2, and right before the boss breaks. Dragons[] With some few exceptions, players are expected to have appropriate 5 gacha dragons that are max unbound, and at max level, for all endgaments content. You will need to equip Sylas with two wyrmprints that grant him Bog Res +100%, if you intend to use him. It is stronger than Chimeratech weapons, and is competitive with a 6UB High Dragon weapon. Dragon the transform blast and other undodgeables. [5916 SP]Lv. 2: Restores HP to all allies with 90% Recovery Potency, removes burning. and increases the entire team's strength by 10% for 60 seconds. Tartarus's Wrath: Expert In solo mode: Pick any 3 and pair with Gala Mym Gala Mym Gala Mym Gala Mym Gala Mym It is also possible to use off-element adventurers for a faster clear time, but it also reduces tolerances for mistakes. [4367 SP]. Lily's Glacial BlossomLv. 1: Deals 2 hits of 614.6% water damage to the target and nearby enemies, and inflicts freeze for 3-6 seconds with 100% base chance. Gala Mym Gala Mym Gala Mym Gala Mym Gala Mym speedrun comp, using Dragon and Tamer, two Skill Prep +50% Fills 50% of skill gauges at the start of quests. [7888 SP]Lv. 4: Restores HP to all allies with 130% Recovery Potency, removes burning, and increases the entire team's strength by 15% for 60 seconds. In solo mode only: There should be at least one adventurer with Curse Res, and at least one adventurer with Poison Res. The Prince can substitute 1 Gala Mym. The adventurers in the first row are highly preferred in public co-op, but it is possible to clear comfortably with adventurers in the second row, and they may be considered for either private rooms, or after maxing them out entirely and have the appropriate epithet equipped if intending for public co-op. It will also increase the entire team's strength by 15% for 60 seconds. A Strength Doublebuff wyrmprint such as Brothers in Arms or Sisters of the Anvil, and Critical rates, and especially with Meene (due to high critical rates) or Lowen (due to his Critical Rate Doublebuff chain co-ability) can improve DPS from the DPS adventurers due to the high amount of defense buffs from Templar Hope, Ranzal, and Lowen. wyrmprint, with one of the Gala Myms carrying Lily's Glacial BlossomLv. 1: Deals 2 hits of 614.6% water damage to the target and nearby enemies, and inflicts freeze for 3-6 seconds with 100% base chance. [2490 SP]Lv. 3: Deals 2 hits of 677.6% water damage to the target and nearby enemies, and inflicts freeze for 3-6 seconds with 120% base chance. [5916 SP] and/or Patia's Sparrow's GuardLv. 1: Increases the entire team's defense by 15% for 15 seconds. This includes: Promotions — 3 and 4 adventurers should be promoted all the way up to 5 Mana Circles and Mana Spirals — for adventurers without mana spirals, at a minimum, 49 nodes (only missing the Damascus Crystal node), preferably 50, in the base mana circle should be unlocked. Adventurers should enter the portal that matches their resistances, especially in Phase 2. Preparation[] Facilities[] Facilities that increase the stats of adventurers are a large contributor to a unit's HP and strength and leveling them is a crucial step for preparing for endgame content. Frostbitten foes take 2 hits of 962.78% water damage instead. In co-op mode: Pick any 4 and you're good to go with a standard 4DPS setup. [5100 SP]Lv. 2: Increases the entire team's energy levels by two stages, and increases user's strength by 30% for 15 seconds. Ranzal and Louise are example DPS adventurers that may be replaced with any two Bog Res +100% adventurers, as well as Sylas. Pipple skills, a Force Charge IIIFills 25% of skill gauges when the user's force strikes connect (up to three times per quest). Volk's Wrath: Legend Pick 3 DPS and a healer for a standard composition. Templar Hope must be the leader, and the speed should be no more than 1.2x. Frostbitten foes take 2 hits of 798.98% water damage instead. Cast both PuuchuLv. 1: Increases the entire team's defense by 15% for 15 seconds, while Phase II also increases the entire team's energy levels by one stage. Ciella's Wrath: Expert The vast majority of adventurers will be able to clear this quest comfortably as of Update 2.0 in 3DPS and 4DPS compositions, if they have at least a 0UB+ Agito or 6UB+ High Dragon weapon and an appropriate dragon. Weapons[] Notable Weapons Source Notes Void Void Zephyr Strike Void Agni Strike Void Jeanne d'Arc Strike Void Nidhogg Strike Very slightly stronger than a core weapon when max unbound, and can unlock a +30% bane ability versus a High Dragon for its specified wielder's element and weapon type for all weapons of the same type. wyrmprint, with Gala Myms carrying Summer Cleo's Tropical BreezeLv. 1: For 10 seconds, increases the user and nearby allies' strength by 3%, critical rate by 2%, skill damage by 10%, and skill gauge fill rate by 10%. Slower runs should dragon skill-tank the first Storm Strike, and then break the Tattered Sky (red stack marker) attack by unloading skills ASAP. [5916 SP], in a 4DPS composition, if there are no Halloween Elisannes. Mitsuba Mitsuba Veronica A speedrun composition using off-element adventurers. Alternatively, unlock her mana spiral; the Stun Res +100%Reduces susceptibility to stun by 100%. Requires owning a fully upgraded non-elemental Core 5 weapon and Smithy Level 7 or higher. In solo mode only: There should be at least one adventurer with Curse Res for the initial portal, and it is recommended to have least one adventurer with Poison Res in case DPS is on the low side. If you are having trouble reaching the HP threshold required, Yue's Wild InstinctLv. 1: Activates "Wild Child" for 20 seconds. Agito 6 The Agito Uprising The strongest weapons in the game once fully upgraded, quite powerful when newly obtained, and fairly easily to obtain materials of in lower difficulties. Ranged baiter priority: Healer (e.g. Lowen/Akasha) Buffer (e.g. Louise, not recommended) Other Melee DPS (not recommended) A dispel will help with DPS on slower runs. It's OK to run one of either Elisanne and a healer together, and it's also OK to run one of either Elisanne and one Eugene together. There should be at least one adventurer with Stun Res +100% and at least one adventurer with Stun Res +100% and at least one adventurer with Sleep Res +100%. Craft and upgrade a 5 Chimeratech weapon as far as you can - preferably MUB (8 unbinds), at least 4UB - to use as a starting point to tackle most of lower-tier endgame content (Expert and most Master Advanced Dragon Trials, as well as Standard and most Expert difficulty Agito Uprising content.) Once ready, craft an 6 Agito weapon to improve DPS against Expert Agito Uprising content. Avoid more than two buffer roles. Frostbitten foes take 2 hits of 880.88% water damage instead. He takes the brunt of the damage in an auto run, and an overly high game speed may make AI unable to react. Don't run more than one DPS bleeder, or two Patias, or more than two bleeders overall in the entire composition due to Bleeding stacking limits and diminished buff strength gains versus reduced personal DPS. Omega-difficulty raid battles are exceptionally difficulty raid battles are especially in their Level 2 and Level 3 variants, where their HP and damage are cranked up, and you are racing against a time limit that, although may have "overtime" in case the boss is busy or being interrupted by demolished parts or break, is otherwise strict. [7888 SP]Lv. 3: Restores HP to all allies with 108% Recovery Potency, and increases the entire team's strength by 15% for 60 seconds. Fjorm Fj 90% Recovery Potency, removes bog, and increases the entire team's strength by 10% for 60 seconds. [2914 SP] as much as possible, maximizing damage burst. If this cannot be executed consistently with your current equipment or team setup, use a different composition. Note that due to new features, new units, new equipment, the addition of shared skills, and general powercreep, generally speaking, requirements become looser over time. Freyja's HP boost and Skill Haste Up allows better defensive buff and healing doublebuff uptime. [8534 SP]Lv. 2: Increases the entire team's defense by 100% for 5 seconds. [5916 SP]Lv. 3: Restores HP to all allies with 44% Recovery Potency, removes stun, then continues healing for 15 seconds with 35% Recovery Potency every 2.9 seconds. This can be achieved with Wedding Elisanne, Freyja, or a shared healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. At least one of the units should carry a healing skill in a 4DPS comp. 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This also enables the use of Burning Punisher equipment. [6737 SP]Lv. 3: For 10 seconds, increases the user and nearby allies' strength by 5%, critical rate by 3%, skill damage by 10%, and skill gauge fill rate by 10%. One of the Pipples may be replaced with Summer Celliera for access to bog and better DPS overall. [5916 SP]Lv. 3: Restores HP to all allies with 44% Recovery Potency, continues healing over the next 15 seconds with 35% Recovery Potency, continues healing over the next 15 seconds. At least one adventurer should have a dispel skill. Chimeratech Volcanic Chimera Strike Ebon Chimera Strike Ebo HP is restored by 3% of damage inflicted, and their defense is reduced by 40%. High Dragon Advanced Dragon Trials on Expert and Master difficulty Weapons that require a lot of investment to reach their max potential, and are weaker than a fully upgraded Chimeratech before 6 unbinds. A dispel will help with DPS on slower runs. [7888 SP], or Jiang Ziya's Curative CatchLv. 1: Restores HP to all allies with 72% Recovery Potency, and increases the entire team's strength by 8% for 60 seconds. Common Team Compositions for certain endgame quests. Avoid more than one buffer role. [5916 SP]. Adventurers should enter the portal that matches their resistances. [5916 SP], if not in the 4 Gala Mym composition. wyrmprint, Sisters of the Anvil, and sufficient amounts of Dragon Haste chain co-abilities to bypass Fury of the Fallen by shapeshifting. Many other units not listed may be acceptable, but public groups will often gravitate to these. This composition hinges on skipping or breaking all map-wide unavoidable attacks due to the lack of a life shield and the generally low HP everyone will be in. (optional) Farm a Phantom Void Battle for materials to unlock Chimera Bane for the appropriate weapon type and element. More vulnerable to burning, but can speedclear the quest. Either of the DPSes may be replaced with any other DPS. See Volk's Wrath Guide: Master for more details and strategy information. High Jupiter's Trial: Master is the lone exception to this rule. Other Endgame Quests[] In raid battles, players will need to bring four adventurers. See Ayaha & Otoha's Wrath Guide: Master is the lone exception to this rule. Master for more details and strategy information. Due to the possibility of the runs being slower than expected in the event of sub-optimal rotations, it is highly suggested that Gala Mars is equipped as the dragon. Pick any 4 (avoid duplicate pure buffer roles) and you're good to go. Lily, Dragonyule Cleo, Dragonyule Xander, and Fjorm provide a freezing skill as their shared skills. Raids tend to favor adventurers with a strong dragon kit, or adventurers that need time to ramp up, due to both frequent dragon gauge gain and the usually long clear times. At least one adventurer should ideally have a spammable dispel skill. This amount is further multiplied by facility bonuses and stat-boosting abilities, and can provide a substantial increase in stats. Do not run two Gala Princes and a Chitose together. A Strength Doublebuff wyrmprint such as Felyne Hospitality if having high critical rates, and especially with Meene (due to high critical rates) or Lowen (due to his Critical Rate Doublebuff chain co-ability) can improve DPS from Templar Hope and the DPS adventurers due to the high amount of defenses. See Volk's Wrath Guide: Legend for more details and strategy information. Some of the later nodes in the mana spiral require materials dropped in Advanced Dragon Trials; a small, limited amount may be obtained from trading Fafnir Medals. A Strength Doublebuff wyrmprint such as Felyne Hospitality if having high critical rates, can improve DPS from the DPS adventurers due to the high amount of defense buffs from Templar Hope and Gala Ranzal(s). Yuya and The Prince should be equipped as backline adventurers for Dragon Haste so that Gala Myms with Patia's Sparrow's GuardLv. 1: Increases the entire team's defense by 15% for 15 seconds. It is strongly recommended to bring highly or fully upgraded High Dragon or Agito weaponry for all participating adventurers that primarily deal damage. Avoid duplicate pure buffer roles. Alternatively, pick any 3 and you're good to go with a 3DPS setup with Gala Zena. [5916 SP] can improve safety. Although strongly not recommended for Master difficulty, it is possible for a Poison Res adventurer to enter a Curse Res portal, but this will cause a DPS loss for a short moment after they exit their portals as their skills and shapeshifting are disabled. [2914 SP]Lv. 2: Deals 3 hits of 690% flame damage to enemies directly ahead, increases the user's strength by 20% for 10 seconds, and raises the dragon gauge by 5% if the attack connects. Kai Yan's Wrath: Master Gala Alex Vice Bellina Patia Veronica Grace Ieyasu Linnea Summer Patia Forte Gala Cleo Zena Cleo Pick 3 DPS and a healer for a standard composition. The fastest runs will break High Midgardsorm as he performs his first move, Trident Tempest. The general difficulty of the newer expert Agito quests makes it usually advisable to be equipped with at least a freshly-crafted Agito from its standard difficulty mats (clearing both solo and co-op variants will get you enough for a 1UB), if you are attempting to first clear it with a DPS unit. [2490 SP]Lv. 2: Deals 2 hits of 645.4% water damage to the target and nearby enemies and draws them toward the user for 0.5 seconds. Lowen's shared skill, Winds, Heal Us!Lv. 1: Restores HP to all allies with 72% Recovery Potency, and increases the entire team's strength by 8% for 60 seconds. [5916 SP], if there are neither Halloween Elisannes nor Gala Zenas. Templar Hope Ranzal Louise Lowen A specialty composition used for clearing in auto battle mode. Patia Gala Alex Forte A 4DPS composition for mKY, similar to the PPNG composition for eKY, relying on Odd Sparrows for healing. [2805 SP]Lv. 3: Deals 4 hits of 578% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. [7888 SP]Lv. 2: Restores HP to all allies with 90% Recovery Potency, and increases the entire team's strength by 10% for 60 seconds. [7888 SP]Lv. 3: Deals 4 hits of 578% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. [7888 SP]Lv. 3: Deals 4 hits of 578% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. [7888 SP]Lv. 3: Deals 4 hits of 578% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. [7888 SP]Lv. 3: Deals 4 hits of 578% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. 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[7888 SP]Lv. 3: Deals 4 hits of 578% wind damage to surrounding enemies and draws the user for 0.5 seconds. [7888 SP]Lv. 3: Deals 4 hits of 578% wind damage to surrounding enemies and damage to have a high healing output healing output healing shared skill such as Halloween Lowen's You won't trick me!Lv. 1: Restores HP to all allies with 31% Recovery Potency every 2.9 seconds. [5916 SP]Lv. 2: If the user's HP is below 40% of max HP when using this skill, increases the entire team's defense by 25% for 15 seconds. If the user's HP is above or equal to 40% of max HP, reduces their HP to 30% of max HP and grants the entire team a "Life Shield" that nullifies damage equal to the amount of HP lost by the user when using this skill. Innate dispels on at least two adventurers are strongly preferred, but any adventurer can equip a level 4 shared skill Tornado BashLv. 1: Deals 4 hits of 468% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. wyrmprint such as Fireside Gathering on unspiraled Elisanne (not Gala Elisanne) to remove reliance on burn cleanse. See Kai Yan's Wrath Guide: Expert for more details and strategy information. High Dragon Trials, or HDTs), Expert and Master difficulties of The Agito Uprising (e.g. Volk's Wrath), and Omega Level 2 and 3 raid battles. Ciella's Wrath: Master Gala Ranzal Templar Hope Gala Leif Tobias Lin You Sylas Louise Meene Lowen Pick any 4 for a 4DPS composition. The following table displays the approximate strength of weapons, based on representative samples of Flame Swords. Also grants the user the following additional buffs based on the number of adventurers who were buffed by this skill, including the user: One or more adventurers who were buffed by this skill, including the user: One or more adventurers be killed. It will also increase the entire team's strength by 10% for 60 seconds. Farm Chimera Void Battles for materials towards Chimeratech weapons. or Resilient Offense +10%Increases strength by 10% for the remainder of the quest when the user's HP drops to 30% (three times per quest).. Specific shared skills, proper coordination and skill timing are required on Mitsubas and Veronicas to maximize burst DPS, but can clear within a minute. [5916 SP], before the opening blast hits. After farming Expert Agito Uprising content. Burn inflicts severe damage (50% of max HP per tick) on an afflicted adventurer. The entire team should be able to shapeshift by the time Ravenous Claws show up. Stats shown are raw Strength values, before same-element bonuses or abilities. Xander, Karina, Lily, Fjorm, and Pinon (non-Pinon sources require level 4 skills) provide frostbite access with their shared skills. It is similar to Patia compositions in Shadow-advantage quests, and can be expected to clear in around 3-4 minutes with good play. abilities from Obsidian Golem Strike for Void Agni), but for most of these quests, high base Strength weapons, such as on- or off-element Chimeratech weapons are sufficient. See Ayaha & Otoha's Wrath Guide: Expert for more details and strategy information. Very powerful, and is superior to both core and void weapons at 4UB. A 4UB+ Excalibur equipped on him. Use The Dragon Smiths or Odd Sparrows for Healing Doublebuff IIIGrants an HP regen buff healing you for 3% Max HP every 3.9 seconds for 20 seconds each time a defense up buff is received.. At least one adventurer must be able to dispel. This same idea also applies to Veronica - avoid heals if you can. For a more comprehensive overview of Void Battles, please refer to and unbind a 5 void weapon, to unlock the High Dragon Bane ability, and optionally other abilities that may be useful for farming Void Battles. Summer Konohana Sakuya may potentially increase AI teammates' survivability as the fight goes on compared to standard DPS dragons. [4900 SP] before the opening blast lands to minimize damage taken and instantly energize. [6737 SP]Lv. 2: For 10 seconds, increases the user and nearby allies' strength by 5%, critical rate by 3%, skill damage by 10%. Only use Stribog if there are no usable dragons remaining. It is possible for a Poison Res adventurer to enter a Curse Res portal, but this will cause a DPS loss for a short moment after they exit their portals as their skills and shapeshifting are disabled, and it is very likely they have lingering Fury of the Fallen debuffs. [5916 SP]Lv. 4: Restores HP to all allies with 130% Recovery Potency, removes bog, and increases the entire team's strength by 15% for 60 seconds. Unspiraled Elisanne and unspiraled Celliera should ideally be equipped with a 50%+ burn res print such as Fireside Gathering to remove reliance on burn cleanse. A source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable, and a source of reliable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manageable frostbite and freeze is strongly recommended to make the fight manag continues healing over the next 15 seconds with 29% Recovery Potency every 2.9 seconds, and increases the entire team's defense by 10% for 5 seconds. Facility Upgrade Material Source Notes Altars Elemental Ruins Dojos Imperial Onslaught Has large increases in bonus stats granted at levels 16 and 31 Slime Statues Void Battles Purchased from Treasure Trade for Void Battles and all upgrade materials come from various Void Battles Event Facility Events (e.g., Arctos Monument from Flames of Reflection). If lacking a suitable weapon, it's suggested to play in pre-made rooms as you build up towards an extra Agito weapon. See Ciella's Wrath Guide: Expert for more details and strategy information. Kai Yan's Wrath[] Kai Yan's Wrath (Expert The vast majority of adventurers will be able to clear this quest comfortably as of Update 2.0 in 3DPS and 4DPS compositions, if they have at least a MUB Chimeratech weapon and an appropriate dragon. [2649 SP]Lv. 3: Deals 4 hits of 368% water damage to enemies directly ahead, and inflicts bog for 8 seconds with 110% base chance. During Wild Child, the user's critical rate is increased by 25%, their HP is restored by 2% of damage inflicted, and their defense is reduced by 40%. Equip as many defensive wyrmprints as you can on Templar Hope. Templar Hope must be the leader. There should be at least one adventurer with Stun Res +100% and at least one adventurer with Sleep Res +100%, or (Flame) Affliction Guard III. Very easy to play due to the very high amounts of defense and healing doublebuffs. [5916 SP]Lv. 2: Restores HP to all allies with 36% Recovery Potency, removes stun, then continues healing for 15 seconds with 29% Recovery Potency every 2.9 seconds. Note that in solo mode, an adventurer may enter multiple portals. Burn in this quest will cause the adventurer's HP to go to 1 every time it ticks. A stun relief healing skill such as Verica's Blessings of DestinyLv. 1: Restores HP to all allies with 31% Recovery Potency then continues healing for 15 seconds with 25% Recovery Potency every 2.9 seconds. After activating, this ability will not activate again for 15 seconds. Zena may replace one of the Patias as she herself can produce HP Regen healing, but not Gala Cleo (she must take a regular DPS slot). Garuda's strong HP boost makes Templar Hope extremely tanky. Additionally, for adventurers that have a mana spiral, those nodes should also be unlocked as far as possible. [5916 SP]Lv. 4: Restores HP to all allies with 130% Recovery Potency, removes paralysis, and increases the entire team's strength by 15% for 60 seconds. [2490 SP] shared skill to freeze the opening blast. [2914 SP]Lv. 3: Deals 3 hits of 767.5% flame damage to enemies directly ahead, increases the user's strength by 20% for 10 seconds, and raises the dragon gauge by 5% if the attack connects. Having dispel may be helpful for slower runs. [4367 SP], to improve defense buff uptime and healing output - the auto battle composition hinges on him surviving. At least one of the units should carry a strong healing shared skill, such as Halloween Lowen's You won't trick me!Lv. 1: Restores HP to all allies with 31% Recovery Potency every 2.9 seconds, Alternatively, Mitsubas are more than strong enough that they may be the core instead, and paired with Elisanne and Hawk, and/or strong Shadow adventurers. [8534 SP] first, followed by Sorrow's RequiemLv. 1: If the user's HP is above or equal to 40% of max HP, reduces their HP to 30% of max HP and grants the entire team a "Life Shield" that nullifies damage equal to the amount of HP lost by the user when using this skill. [5916 SP] or Nurse Aeleen's NaturopathyLv. 1: Restores HP to the user and nearby allies with 72% Recovery Potency, and removes stun. [11832 SP] can assist with DPS uptime on Burn Res +100%Reduces susceptibility to burning by 100%. Don't run another staffwielder adventurer with Summer Amane. High Brunhilda's Trial High Brunhilda's Trial: Master Pick 3 along with Thaniel, Jiang Ziya, or Grace to make a standard composition. Louise may be replaced by Gala Leif, Sylas, or Meene. (such as Odd Sparrows) guad Pipple comp. [2649 SP]Lv. 4: Deals 6 hits of 368% water damage to enemies directly ahead, and inflicts bog for 8 seconds with 120% base chance. Try to avoid using Bellina in a composition with either Cleo (especially healer Cleo). [5916 SP]Lv. 3: If the user's HP is above or equal to 40% of max HP, reduces their HP to 30% of max HP and grants the entire team a "Life Shield" that nullifies damage equal to the amount of HP lost by the user when using this skill. Tartarus's Wrath: Master In solo mode: Pick any 3 and pair with Gala Zena or Hildegarde for a 3DPS setup. Grace may replace Lowen. [4800 SP] and Pipple-luuLv. 1: Increases the entire team's energy levels by two stages, and increases user's strength by 20% for 15 seconds. A dispel will significantly help with DPS. At least one additional adventurer should carry Patia's shared skill, Sparrow's GuardLv. 1: Increases the entire team's defense by 15% for 15 seconds. Wyrmprints, and a Shapeshift Prep +10%Fills 10% of the dragon gauge at the start of quests. [5916 SP] will let other adventurers perform bog cleanse. A burn relief skill such as Thaniel's Healing WaveLv. 1: Restores HP to all allies with 72% Recovery Potency, and increases the entire team's strength by 8% for 60 seconds. At least one unit should be able to heal the entire team, in any way. Although you may need to enter a portal in Phase 1 in case DPS is on the lower side (and it is safe for adventurers to enter Curse portals in Phase 2 - your DPS should be high enough to be able to safely ignore them, and the Poison portals in Phase 2 will quickly send an off-resist adventurer to their demise in the face of unavoidable damage. [2987 SP]Lv. 3: For 20 seconds, increases the user's strength by 35% and entire team's strength by 35%. redeem the tree, and craft an 0UB-2UB Agito weapon with the other standard and both expert first clear rewards. Similar DPS to a 3DPS composition under most situations. Any adventurer can equip a level 4 shared skill Tornado BashLv. 1: Deals 4 hits of 468% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. wyrmprints (such as The Chocolatiers and Roques' Banquet) and Healing Doublebuff IIIGrants an HP regen buff healing you for 3% Max HP every 3.9 seconds for 20 seconds for Farm Void Dragons for Void Dragon Hearts for High Dragon weapons. Generally, there will be a few core Shadow adventurers from the other elements). node is very early on, and unlocking it further will grant Elisanne full dual resistances. For dispel access, any adventurer can equip a level 4 shared skill Tornado BashLv. 1: Deals 4 hits of 468% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. teammates in case they were stunned. Alternatively, a non-Tiki/Yurius adventurer may equip Leviathan, or either Elisanne/standard healers may equip High Mercury for bog access, at the start of Phase 2, and right before the boss breaks. At least one unit should be able to heal significantly (in a large burst, or as a significantly heal, and can't outheal double waves, if it happens and she is the only healer) the entire team, in any way. Grace must be equipped with two Skill Prep +50%Fills 50% of skill gauges at the start of quests. High Midgardsormr and Midgardsormr Zero are the only options granting him firepower in the form of Strength and possibly Skill Damage on top of the HP boost; it is tricky to activate the latter's Flurry Skill, but in teams with Meene's Combo Time Up CCA, may see some uptime. DPS from the above table may replace Gala Alex and Forte, except Ieyasu or a third Patia, due to Bleeding stacking limits. [4367 SP]Lv. 4: Increases the entire team's strength by 15% and defense by 25% for 15 seconds. This is a guide for efficiently progressing to and through endgame content in Dragalia Lost after you have cleared through at least Chapter 9 of the Normal difficulty story quests in order to have unlocked all features and quests. Volk's Wrath: Master The vast majority of adventurers will be able to clear this quest comfortably as of Update 2.3.0 in 3DPS compositions, if they have at least a 4UB Agito weapon and an appropriate 5 dragon. Mitsubas buff Ramonas' damage output, while Grace blocks everyone from being stunned. The 0UB Agito weapon is very strong for its unbind level (and even moreso for 1UB and 2UB), and provides a useful skill. [5916 SP], Ricardt's Measure of MercyLv. 1: Restores HP to all allies with 72% Recovery Potency, and increases the entire team's strength by 8% for 60 seconds. [5916 SP], if there are no Gala Zenas. A dragon that provides a HP Up ability should be equipped on Templar Hope to improve his odds of surviving. This can be achieved with Freyja in a 4DPS comp. Adventurers[] Given the difficulty of endgame quests, adventurers should generally be upgraded as much as possible to maximize the chances of success. Note that some of the Void Dragons may require or be significantly easier with unlocked abilities unlocked with materials from other fights (e.g., (Water) Scorching air in Void Battles and certain other quests. Note that there may be some overlap between certain roles. There should be at least one Stun Res adventurer to bait the initial Trident Tempest away from the rest of the team. This section will focus on an efficient progression path for the more important Void Battle quests. All DPS adventurers should be equipped with a 8UB Agito or better weapon. For this particular quest, it's strongly recommended to use a 4UB or better shadow Agito weapon to clear it, to prevent seeing extremely complex mechanics. [5916 SP]Lv. 3: Restores HP to all allies with 108% Recovery Potency, removes paralysis, and increases the entire team's defense by 25% for 15 seconds. Bellina can become awkward with healer Cleo and Gala Cleo as Bellina wants to stay at low HP but Cleo primarily restores HP for everyone else, and Gala Cleo will always produce a HP Regen on Faith of the Elders' phase III. Weapon 0UB 1UB 2UB 3UB 4UB 5UB 6UB 7UB MUB Core Elemental Levatein 441 484 527 570 612 N/A N/A N/A N/A N/A N/A N/A N/A N/A 12* Void Inferno Apogee 267 293 319 345 370 446 522 598 673 Chimeratech Commander 490 538 585 633 680 753 826 899 972 High Dragon Absolute Crimson 612 651 689 727 765 957 1148 1339 1530 Agito Nothung 1184 1274 1364 1454 1545 1582 1620 1658 1696 The recommended weapon progression for endgame content is therefore as follows: Craft and fully upgrade a core 5 non-elemental weapon (not the elemental), to unlock the ability to craft other weapon, you can also opt to use the first clear rewards towards the Agito Tree. Louise Gala Ranzal Gala Ranzal Gala Ranzal Templar Hope A 4DPS composition with extremely high amounts of defensive buffs, when coupled with Strength Doublebuffs, can enable everyone in the composition to deliver exceedingly high DPS while still providing very high amounts of safety. Ezelith Ezelith Emma Halloween Lowen Speedclear composition (but not ridiculously fast, so not quite cheese) All adventurers should be equipped with a 8UB Agito or better weapon. [2649 SP]Lv. 2: Deals 4 hits of 331% water damage to enemies directly ahead, and inflicts bog for 8 seconds with 100% base chance. [6737 SP] shared skill to spam Dragon ClawLv. 1: Deals 3 hits of 622.5% flame damage to enemies directly ahead, increases the user's strength by 20% for 10 seconds, and raises the dragon gauge by 5% if the attack connects. If there's only the healer as as the ranged unit, melee units should pay attention and disengage if they are targeted by Snapping Squalls. [8000 SP] and/or Durant's Biting RevengeLv. 1: For 20 seconds, increases the user's strength by 25% and entire team's strength by 5%, but decreases the user's defense by 25%. [2490 SP] skill at level 4 will always succeed in inflicting freeze on Ayaha & Otoha when they are susceptible to freeze, marked by Warabe Asobi being active, if it does not miss them outright. Two or more adventurers: Adds 10% to the modifier applied to critical damage for 10 seconds. Use all four first clear rewards for a 3UB Agito weapon. Summer Celliera may reduce potential DPS during break state as there is a chance that bog is inflicted before break due to her Ocean FuryLv. 1: Deals 4 hits of 298% water damage to enemies directly ahead, and inflicts bog for 8 seconds with 90% base chance. It is possible to replace two of the Bellinas with different high-DPS adventurers. Besides choosing the appropriate prints, the prints should be max unbound and also preferably max augmented with +50 HP from Fortifying Gemstones and +50 strength from Amplifying Gemstones. [11832 SP]Lv. 2: Restores HP to the user and nearby allies with 90% Recovery Potency, and removes stun.

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