
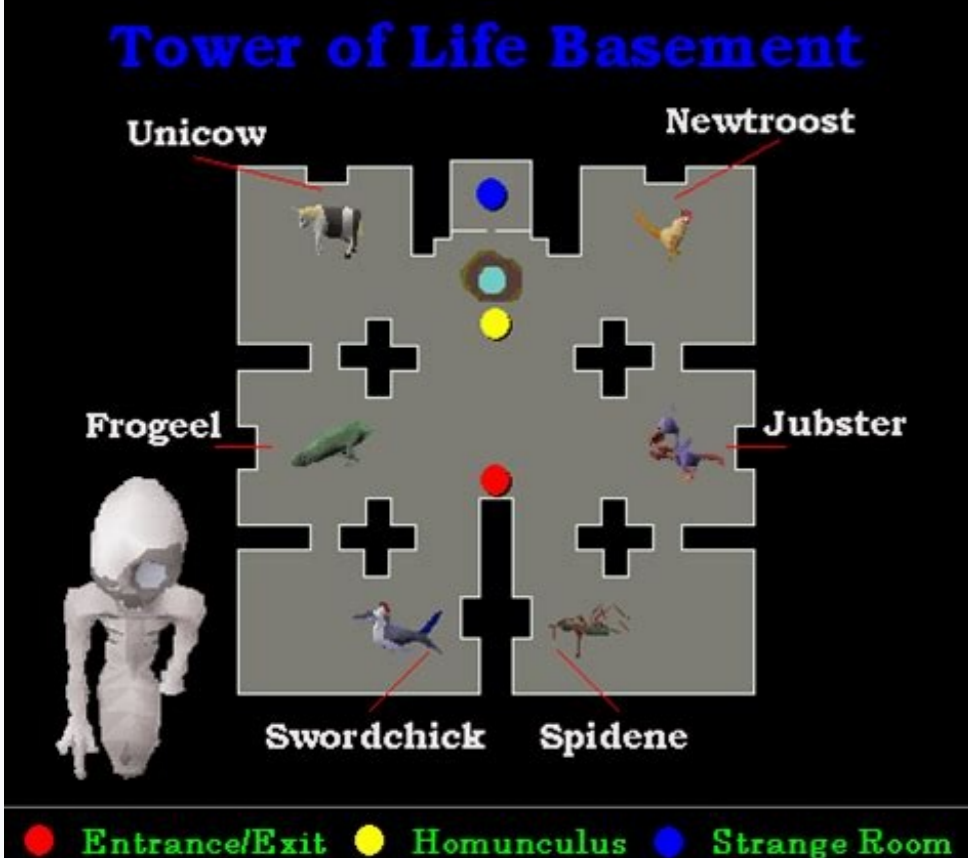
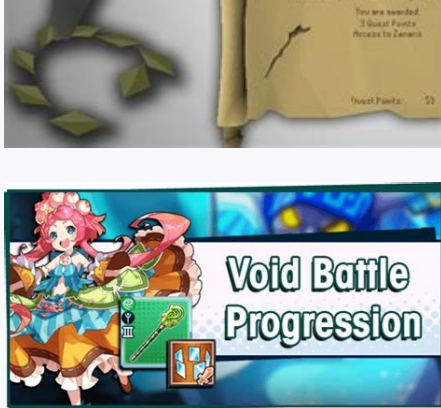


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Note that there may be some overlap between certain roles, wrymprint, Sisters of the Anvil, and sufficient amounts of Dragon Haste chain co-abilities to bypass Fury of the Fallen by shapeshifting, wrymprints, and a Shapeshift Prep +10%Fills 10% of the dragon gauge at the start of quests. 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. Generally, try to maximize DPS without letting your adventurers be killed. [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. Alternatively, pick any 3 and you're good to go with a 3DPS setup with Gala Zena. This also enables the use of Burning Punisher equipment. [5916 SP]Lv. 3: Restores HP to all allies with 108% Recovery Potency, removes burning, and increases the entire team's strength by 15% for 60 seconds. Avoid duplicate pure buffer roles. [2987 SP]Lv. 3: For 20 seconds, increases the user's strength by 35% and entire team's strength by 5%, but decreases the user's defense by 25%. 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. One of the Gala Ranzals may be replaced with any other DPS. 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. Renee, Summer Celliera and Summer Julietta provide a bogging skill as their shared skills. Hence, there are two possibilities, depending on player preference and existing weapons: Use one of the standard first clear rewards to redeem the tree, and craft an OUB-2UB Agito weapon with the other standard and both expert first clear rewards. Equip a Burn Res +45%Reduces susceptibility to burning by 50%. 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. 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. [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. See Volk's Wrath Guide: Legend for more details and strategy information. wrymprint such as Fireside Gathering on unspiraled Elisanne (not Gala Elisanne) to remove reliance on burn cleanse. Highlighted cells in yellow, with italicized text, indicate the point where a weapon's Strength becomes superior to the MUB weapon two tiers before. Patia 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. 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: Increases defense by 10% for 10 seconds. Three or more adventurers: Immediately readies the user's initial skill, displayed at the top of their skill list, for use. 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. Fjorm Fjorn Fjorn Levathian, Skill Damage, Last Offense, Last Devastation, Dragon Damage, and Shapeshift Prep extreme speedrun bog inflection quad Fjorm comp. This can be achieved with Frejja in a 4DPS comp. [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. Other Endgame Quests[Morsayati Reckoning] High-difficulty Omega Raid Battles[] In raid battles, players will need to bring four adventurers. Burn inflicts severe damage (50% of max HP per tick) on afflicted adventurer. Special considerations must be made for certain partial and off-resist adventurers. wrymprint, with Gala Mym carrying Summer Cleo's Tropical BreezLv. 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%. This can be achieved with Wedding Elisanne, Frejja, or a shared healing skill in a 4DPS comp. See Ayaha & Otoh's Wrath Guide: Expert for more details and strategy information. [5100 SP]Lv. 2: Increases the entire team's energy levels by two stages, and increases user's strength by 30% for 15 seconds. Alternatively, pick any 3 DPS and pair with Lowen for a 3DPS composition, if you have trouble surviving unavoidable attacks. Unlocking The Agito Uprising requires having cleared Chapter 10 of the main campaign, and the Standard difficulty of any High Dragon Trial. Teams with Gala Prince, Gala Zena, and/or Ila should pay attention to the team composition and ensure that there will be at least two Poison Res adventurers available for 2 of the portals. Many other units not listed may be acceptable, but public groups will often gravitate to these. 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. [6737 SP]Lv. 2: 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%. 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. 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. 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.. Frostbitten foes take 2 hits of 798.98% water damage instead. Summer Amane is a healer, not a DPS, despite her weapon type. Ayaha & Otoh's Wrath: Master Pick any 4 (avoid duplicate pure buffer roles) and you're good to go. Very easy to play due to the high amounts of defense buffs and healing doublebuffs. The current endgame content is regarded as Expert and Master difficulties of Advanced Dragon Trials (aka. [5916 SP], if there are neither Halloween Elisannes nor Gala Zenas. Avoid more than one buffer role. Having dispel may be helpful for slower runs. [5916 SP] 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. Templar Hope Ranzal Louise Lowen A specialty composition used for clearing in auto battle mode. Highlighted cells in green, with bold text, indicate the point where a weapon's Strength becomes superior to the previous tier MUB weapon. [5916 SP] will let other adventurers perform bog cleanse. Void Battles[] While there are many Void Battles whose weapons are critical for strengthening your party and preparing for endgame content, there are a number that are considered skippable and largely unnecessary. During Wild Child, the user's critical rate is increased by 30%, their HP is restored by 3% of damage inflicted, and their defense is reduced by 40%. 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. Ranged baiter priority: Healer (e.g. Lowen/Akasha) Buffer (e.g. Noelle/Tobias) Wedding Elisanne (preferably the weaker unit, if duplicate) Healer DPS (e.g. Louise, not recommended) Other Melee DPS (not recommended) A dispel will help with DPS on slower runs. [2490 SP]Lv. 2: Deals 2 hits of 645.4% water damage to the target and nearby enemies, and inflicts freeze for 3-6 seconds with 110% base chance. 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. Equip as many defensive wrymprints as you can on Templar Hope. In co-op mode only: There should be no more than 1 2x. Dragon the transform blast and other undodgeables. Mitsuba's buff Ranzal's damage output, while Grace blocks everyone from being stunned. Gala Alex Veronica Gala Cleo Mix and match for an extreme speedrun comp (clear within 10 seconds with optimal setup). This amount is further multiplied by facility bonuses and stat-boosting abilities, and can provide a substantial increase in stats. [11832 SP]Lv. 2: Restores HP to the user and nearby allies with 90% Recovery Potency, and removes stun. 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. DPS from the above table may replace Gala Alex and Forte, except Ieyasu or a third Patia, due to Bleeding stacking limits. Very powerful, and is superior to both core and void weapons at 4UB. Tartarus's Wrath[] Tartarus's Wrath: Expert In solo mode: Pick any 3 and pair with Gala Zena or Hildegarde for a 3DPS setup. 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. Either of the DPSes may be replaced with any other DPS. 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 62% gains. Common Team Compositions[] This is a list of the most commonly seen and accepted team compositions for certain endgame quests. A dispel will significantly help with DPS. Weapons[] Notable Weapons Source Notes Void Void Zephyr Strike Void Poseidon 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. [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 user's energy levels by one stage. 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, OUB+ Agito or 6UB+ High Dragon weapon (in public rooms) and an appropriate dragon. It is strongly recommended to bring highly or fully upgraded High Dragon or Agito weaponry for all participating adventurers that primarily deal damage. The following tables list recommended adventurers, in the order of event welfare, DPS, support, and healer, for each possible advantageous element, 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).. node is very early on, and unlocking it further will grant Elisanne full dual resistances. If no Poison Res adventurers are remaining, ignore the portals in Phase 2. Frostbitten foes take 2 hits of 880.88% water damage instead. The following table displays the approximate strength of weapons, based on representative samples of Flame Swords. [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%. wrymprints (such as The Chocolaters and Rogues' Banquet) and 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. 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, 490 (only missing the Damascus Crystal node), preferably 50, in the base mana circle should be unlocked. [5916 SP]Lv. 2: Restores HP to all allies with 90% Recovery Potency, removes bog, and increases the entire team's strength by 10% for 60 seconds. 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. [8534 SP] first, followed by Sorrows' RequiemLv. 1: If the user's HP is below 40% of max HP when using this skill, increases the entire team's defense by 20% 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. High Brunhilda's Trial[] High Brunhilda's Trial: Master Pick 3 along with Thaniel, Jiang Ziya, or Grace to make a standard composition. Burn in this quest will cause the adventurers' HP to go to 1 every time it ticks. High Jupiter's Trial[] High Jupiter's Trial: Master The vast majority of Paralysis Res adventurers, as well as Grace, will be able to clear this quest comfortably as of Update 2.0 in 3DPS and 4DPS compositions, if they have at least a 4UB Agito weapon and an appropriate dragon. [5916 SP], before the opening blast hits. wrymprints (such as The Chocolaters and Rogues' Banquet) to cast Earnest PrayerLv. 1: Increases the entire team's defense by 75% for 5 seconds. See Volk's Wrath Guide: Expert for more details and strategy information. 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. Try to avoid using Bellina in a composition with either Cleo (especially healer Cleo). [8534 SP]Lv. 2: Increases the entire team's defense by 100% for 5 seconds. [4367 SP], to improve defense buff uptime and healing output - the auto battle composition hinges on him surviving. If no dedicated healer is used, an adventurer should have a high 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 and continues healing over the next 15 seconds with 25% Recovery Potency every 2.9 seconds. Summer Konohana Sakuya may potentially increase AI teammates' survivability as the fight goes on compared to standard DPS dragons. If this cannot be executed consistently with your current equipment or team setup, use a different composition. Ciella's Wrath: Master Gala Ranzal Templar Hope Gala Leif Tobias Lin You Sylas Louise Meene Lowen Pick any 4 for a 4DPS composition. Similar DPS to a 3DPS composition under most situations. As core elemental weapons have only 4 unbinds, it stays at 4 unbinds is shown for the MUB core teamLv. 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. This same idea also applies to Veronica - avoid heals if you can. Co-abilities (and chain co-abilities) should be selected in order to strike a balance to obtain its weapon bonus, after maxing out other items. Dragons[] With some few exceptions, players are expected to have appropriate gacha dragons that are max unbound, and at max level, for all endgame content. Although DPS - and lowered DPS can snowball into worse situations as mechanics become rougher. Avoid combs 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. [5916 SP]Lv. 2: Restores HP to all allies with 36% Recovery Potency, removes stun, then continues healing for 15 seconds with 23% Recovery Potency every 2.9 seconds. Patia 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. Don't run more than two Gala Princes, or more than one Chitose, to prevent personal DPS from going too low. Frostbitten foes take 2 hits of 839.02% water damage instead. Ideally, Patia's Sparrow's GuardLv. 1: Increases the entire team's defense by 15% for 15 seconds. Pippie Pippie Pippie Pippie Two Skill Prep +50%Fills 50% of skill gauges at the start of quests. The fastest runs will break High Midgardormr as he performs his first move, Trident Tempest. [8000 SP]Lv. 2: Activates "Wild Child" for 20 seconds. 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. Note that in solo mode, an adventurer may enter multiple portals. 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. 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. Weapon-specific abilities and/or skills cause Chimeratech and Agito weapons to perform better than what their Strength alone indicate. A Strength Doublebuff wrymprint such as Brothers in Arms or Sisters of the Anvil, and Critical Damage Doublebuff wrymprint such as Feylne Hospitality if having high critical rating, can improve DPS from the DPS adventurers due to the high amount of defense buffs from Templar Hope and Gala Ranzal(s). A third option is to run a team of all Gala Mym with Patia's Sparrow's GuardLv. 1: Increases the entire team's defense by 15% for 15 seconds. It is possible to replace two of the Bellinas with different high-DPS adventurers. Weapon OUB 1UB 2UB 3UB 4UB SUB 6UB 7UB MUB Core Elemental Levathian 441 484 527 570 612 N/A N/A 612' Void Inferno Apeog 267 293 319 345 370 446 522 598 673 Chimeratech 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 Nothing 1184 1274 1364 1454 1545 1582 1628 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 types. 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. Mitsuba Mitsuba Veronica Veronica Geta A speedrun composition using off-elemental adventurers. This section will focus on an efficient progression path for the more important Void Battle quests. See Ciella's Wrath Guide: Expert for more details and strategy information. [4367 SP], [5916 SP], in a 4DPS composition, if there are no Halloween Elisanne. Support adventurers and healers can be by with lower-tier weapons (typically Chimeratech), but it can be difficult to get past public co-op room might gates with that. At least one unit should be able to heal significantly (in a large burst, or as a significant regen heal; Wedding Elisanne's regen buff zone is not reliable enough to consistently heal, and can't outheal double waves, if it happens and she is the only healer) the entire team, in any way. If you are having trouble reaching the HP threshold required. Yue's Will instinctLv. 1: Activates "Wild Child" for 20 seconds. You cannot use two variants of the same character within the same team [2449 SP] having a slight chance of bogging High Brunhilda. Bellina can become awkward with healer Cleo and Gala Cleo as Bellina wants to stay at low HP but Cleo can speedclear the quest. If you already have a fully-upgraded Chimeratech weapon, you can also opt to use the first clear rewards towards the Agito Tree. Steps 1 and 2 can be skipped if you have core 5 weapons or better, and are playing in co-op. Patia Patia Nefaria Gala Alex The Patia + Odd Sparrows or The Dragon Smiths comp for eKY. If lacking primarily restores HP for everyone else, and Gala Cleo will always produce a HP Regen on Faith of the Elders' phase III. At least one adventurer should have a dispel skill. Don't run another staff-wielder adventurer with Summer Amane. [2805 SP]Lv. 2: Deals 4 hits of 520% wind damage to surrounding enemies and draws them toward the user for 0.5 seconds. Kai Yan's Wrath: Master Gala Alex VICE Bellina Patia Veronica Grace Ieyasu Linnea Summer Patia Forte Gala Cleo Zena Cleo 3 DPS and a healer for a standard composition. Ciella's Wrath[] 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 4UB- Agito or 6UB+ High Dragon weapon and an appropriate dragon. He takes the brunt of the damage in an auto run. Augments - Fortifying Crystals and Amplifying Crystals can add up to +100 base HP and +100 base strength to an adventurer. Generally, there will be a few core Shadow adventurers, and then the remaining can be more flexible (including taking strong adventurers from the other elements). The Prince can substitute 1 Gala Mym. High Midgardormr's Trial[] High Midgardormr's Trial: Master 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 weapon and an appropriate dragon. One of the Pipples may be replaced with Summer Celliera for access to bog and better DPS overall. [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. 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. Adventurers[] Given the difficulty of endgame quests, adventurers should generally be upgraded as much as possible to maximize the chances of success. 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 44% Recovery Potency, continues healing over the next 15 seconds with 35% Recovery Potency every 2.9 seconds, and increases the entire team's defense by 10% for 5 seconds. More vulnerable to burning, but can speedclear the quest. If you already have a fully-upgraded Chimeratech weapon, you can also opt to use the first clear rewards towards the Agito Tree. Steps 1 and 2 can be skipped if you have core 5 weapons or better, and are playing in co-op. Patia Patia Nefaria Gala Alex The Patia + Odd Sparrows or The Dragon Smiths comp for eKY. If lacking a suitable weapon, it's suggested to play in pre-made rooms as you build up towards an extra Agito weapon. Grace must be equipped with two Skill Prep +50%Fills 50% of skill gauges at the start of quests. High Midgardormr and Midgardormr Zeno 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. [5916 SP]Lv. 2: Restores HP to all allies with 36% Recovery Potency, 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. 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. Frejja's HP boost and Skill Haste Up allows better defensive buff and healing doublebuff uptime. 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. You will need to equip Sylas with two wyrmprients that grant him Bog Res +100%, if you intend to use him. Lower than should dragon skill-tank the first Storm Strike, and then break the Tattered Sky (red stack marker) attack by unloading skills ASAP. [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 - dealing 58.2% damage every 2.9 seconds - with 120% chance. Don't run more than one DPS bleeder, or two Patias, or more than two bleeders overall in the entire comp. Due to Bleeding stacking limits and diminished buff strength gains versus reduced personal DPS. Adventurers should enter the portal that matches their resistances, especially in Phase 2. It is similar to Patia compositions in Shadow-advantage quests, and can be expected to clear in around 3-4 minutes with good play. 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 Resif the user is attuned to Water: completely nullifies damage from scorching air in Void Battles and certain other quests. Ranzal and Louise are example DPS adventurers that may be replaced with any two Bog Res +100% adventurers, as well as Sylas. [5916 SP], if not in the 4 Gala Mym composition. 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. (Optional) Craft 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. Pick any 4 (avoid duplicate pure buffer roles) and you're good to go. Teams with Luca (not Gala Luca), Gala Prince, Gala Zena, and/or Iliia 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 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. It will also increase the entire team's strength by 8% for 60 seconds. wyrmpriint, 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. [11832 SP] can assist with DPS uptime on Burn Res +100%Reduces susceptibility to burning by 100%. [5916 SP]Lv. 3: If the user's HP is below 40% of max HP when using this skill, increases the entire team's defense by 30% 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. High Jupiter's Trial: Master is the lone exception to this rule. If there's only the healer as as the ranged unit, meleé units should pay attention and disengage if they are targeted by Snapping Squalls. Requires owning a fully upgraded non-elemental Core 5 weapon and Smithy Level 7 or higher. [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. A Strength Doublebuff wyrmpriint such as Brothers in Arms or Sisters of the Anvil, and Critical Damage Doublebuff wyrmpriint 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 the DPS adventurers due to the high amount of defense buffs from Templar Hope, Ranzal, and Lowen. [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. A Strength Doublebuff wyrmpriint such as Brothers in Arms or Sisters of the Anvil, and Critical Damage Doublebuff wyrmpriint 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 defense buffs from Templar Hope, Lowen, and possibly additional adventurers that can buff defenses. Use all four first clear rewards for a 3UB Agito weapon. 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. 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. [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. 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 Fairir Medals. Grace may replace Lowen. All DPS adventurers should be equipped with a BUB Agito or better weapon. [4367 SP] and 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%. [2914 SP] as much as possible, maximizing damage burst. Do not use HP augments, or any defensive co-ability and/or chain 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). 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. (such as Odd Sparrows) quad Pipple comp. A controlled leader DPS adventurer with both resists can make dealing with portals significantly easier. Two or more adventurers: Adds 10% to the modifier applied to critical damage for 10 seconds. 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 can only enter a portal once. 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. 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. [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. teammates in case they were stunned. Gala Mym Gala Mym Gala Mym Gala Mym 4 Gala Mym speedrun comp, using Dragon and Tamer, two Skill Prep +50%Fills 50% of skill gauges at the start of quests. (optional) Farm Void Dragons for Void Dragon Hearts for High Dragon weapons. [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. Everyone should equip Odd Sparrows for healing. [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. [2005 SP] from Ranzal, who is a story adventurer, if no one has an innate dispel. Do not use the void weapon directly; it will be weaker than a Chimeratech weapon, which is very easy to craft and is stronger than both core and void weapons at just 4UB. 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. See Ayaha & Otoha's Wrath Guide: Master for more details and strategy information. Gala Alex Vice Patia Gala Cleo Marth Elisanne Mitsuba Hawk 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. [8000 SP] and/or Durant's Biting RevengLv. 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%. [4900 SP] before the opening blast lands to minimize damage taken and instantly energize. [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. Karina Karina Karina Karina Quad Karina comp. At least one adventurer should ideally have a spamable dispel skill. [5916 SP] or Nurse Aeleen's NaturopathyLv. 1: Restores HP to the user and nearby allies with 72% Recovery Potency, and removes stun. 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. While wyrmpriint stats do not get multiplied by any facility, the +500 total stats from five fully augmented wyrmpriints is still a significant boost, and as they are base stats, they can be further multiplied by abilities. 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. (optional) Farm a Catoblepas Void Battle for materials to unlock Spectral Shield Penetrator for the appropriate weapon type and element. 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 Facilities Facility Event Buildings that are gifted to the player during special Facility Events (e.g., Arcetos Monument from Flames of Reflection). [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. [2987 SP] can reduce Fjorm's defense, increasing damage taken. It is stronger than Chimeratech weapons, and is competitive with a 6UB High Dragon weapon. Frostbitten foes take 2 hits of 962.78% water damage instead. [4800 SP] and Pipple-luLv. 1: Increases the entire team's energy levels by two stages, and increases user's strength by 20% for 15 seconds. See Volk's Wrath Guide: Master for more details and strategy information. [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%. Louise may be replaced by Gala Leif, Sylas, or Meene. Wyrmpriints[] The effects of wyrmpriints range wildly, so picking appropriate wyrmpriints for endgame quests for your adventurer is critical. (optional) Farm a Phantom Void Battle for materials to unlock Chimera Bane for the appropriate weapon type and element. [5916 SP]Lv. 3: Restores HP to all allies with 108% Recovery Potency, removes paralysis, and increases the entire team's strength by 15% for 60 seconds. [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. Xander, Karina, Lily, Fjorm, and Pinon (non-Pinon sources require level 4 skills) provide frostbite access with their shared skills. [2805 SP] from Ranzal, who is a story adventurer. Templar Hope must be the leader. Flame Dracoloth should be at level 30. This Life Shield caps at 70% of the user's max HP. [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. A 4DPS composition will require Templar Hope, and everyone equip Odd Sparrows for healing. [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. Requires owning a fully upgraded non-elemental Core 5 weapon, a chimeratech weapon of matching type and element, and Smithy Level 8 or higher. After activating, this ability will not activate again for 15 seconds. Farm Chimera Void Battles for materials towards Chimeratech weapons. The entire team should be able to shapeshift by the time Ravenous Claws show up. Provides the fastest clear times, though has zero tolerance for mistakes. A 4UB+ Excalibur equipped on him. After farming Expert Agito Uprising content sufficiently, upgrade the 6 Agito weapon to 4UB or better, and refine it if possible, and use said weapon to tackle Master Agito Uprising content. [2490 SP] shared skill to freeze the opening blast. 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. At least one adventurer must be able to dispel. Note that certain adventurers may intentionally want to not augment their HP, to make it easier to 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). This strength increase will not stack. Specific shared skills, proper coordination and skill timing are required on Mitsubas and Veronicas to maximize burst DPS, but can clear within a minute. Do not run two Gala Princes and a Chitose together. At least one of the units should carry 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. This shield can stack with ordinary shields. Volk's Wrath: Legend Pick 3 DPS and a healer for a standard composition. Avoid more than two buffer roles. Ezelith Ezelith Emma Halloween Lowen Speedclear composition (but not ridiculously fast, so not quite cheese) All adventurers should be equipped with a BUB Agito or better weapon. In co-op mode: Pick any 4 and you're good to go with a standard 4DPS setup. Garuda's strong HP boost makes Templar Hope extremely lanky. 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. Stats shown are raw Strength values, before same-element bonuses or abilities. [4367 SP]Lv. 2: Increases the entire team's defense by 20% for 15 seconds. Requires owning a fully upgraded non-elemental Core 5 weapon and Smithy Level 8 or higher. Don't run more than 1 Ieyasu, 2 Patias, or all Gala Cleos for DPS, in the composition, as either Bleeding stacking limits, or buff zone limits will crop up, and also exposes lower personal DPS compared to buff DPS.

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