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Abyss 92 guide epic seven

Those who climb onto the floors for the new awards, which include 88 rescue kits, should look at what the community has done so far. I'm only personally on 92. Others, however, have completed it and given their thoughts on each floor. By the way, Kiris cheese is still alive! Mini guide lined up at Abyss Tower 91-100 Guide EpicSeven Floor 91 Floor 92 Floor 93 Floor 94 Floor 95 Floor 95 Floor 96 Floor 97 Floor 98 Floor 99 Floor 100 This article guides you on how to clear Abyss from floor 91 to 100 games epic seven. Learn more about clearing these layers in this section. Previous layers of Next Floors Abyss 81–90 Floors Abyss 101 – Recommended Element Ice Type - This stage's Elite and Boss monsters are both a fire unit, that ice unit can be an advantage against them. Fire Type - The use of a fire or moonlight unit removes the original detachment against enemies. Tips for emptying - Aim for invited mushrooms to cause debuffs against the boss. - Bring a support hero who can remove debuffs. Enemies - Crimson Pherus (Elite) - Frost Aztesta - Water Klineode First Aim for WaterLineOde and Frost Aztest first to disable buffs received by an elite monster. After winning support, enemies focus on defeating the boss. Enemies - Charlotte (Boss) Charlotte gets the first turn at the start of the battle. After the attack, he calls 4 mushrooms, these invited minions can cause debuffs for the boss. Dust sines cause defenses, lava reduces attack, ice syffin tin reduces speed, sand snuff can't buff. These are debuffs that can be inflicted on the boss, always remember to beat them, especially dust fungus, where it can cause a decrease in defenses, making it easier for him to kill. Charlotte can call the minions again after using Vortex, continue this formula until you beat her. Recommended Element Earth Type - Most of the enemies of this phase will be an ice unit. Bringing in a unit of earth gives you an edge against enemies. Ice Type - Ice or Moonlight heroes have a neutral disadvantage on this stage. Tips for clearing - Bring a hero who can strip the buffs granted to the boss. - Beat Roman as quickly as possible. Recommended heroes Tamarinne Angelic Montmorancy Iseria Bellona Kiris Dizzy Enemies - Mighty Soldier - Green Klineode - Aranea Gigantes Defeats Green Klineode to disable buffs given to elite monster. After that, you can focus on the elite monster or clear the remaining Mighty Soldiers first before proceeding to the boss phase. Enemies - Romann - Tywin (Boss) This layer is deadly if you ignore the mechanics of completing this step. Be sure to kill Roman as quickly as possible to be safe, and you can focus on Tywin with nothing. Tywin can dispel all debuffs by using his commanding cry, then give buffs to himself, always use a hero who can strip the buffs to prevent him from calling taranor guards when he uses an all-out attack. When his HP drops by 70% and 40%, the barrier is activated to defend him, dispel the barrier you need to cause poison, bleeding or burn to break the shield. Recommended Element Earth Type - Is an advantage against boss Ice and Dark/Light Type - Because the first part consists of Fire type enemies that ice unit easily drains the first part or Moonlight heroes with a neutral edge. Tips for clearing - Don't bring any heroes that cause Debuffs. - Use DPS heroes who are pure damage. Enemies - Illusion Nightmare - Dusk Dream Leech Clear the Illusion Nightmare first to prevent them from causing debuffs for your team. Once you've defeated them, focus on the elite monster and defeat him. Enemies - Zerato - Dominiel (Boss) You must have at least 2 or 3 heroes who can sustain your team. Don't bring heroes who can cause your boss to debuffs because it's only passed on to your heroes. Be prepared to grant immunity to your team, if the enemy ultimate is ready to be used, it may take some time to beat the boss, but continue this pattern, and you will end it after a while. Recommended natural type of element - You can choose a different type of unit at this point, since the boss is the Dark Element. Light/Dark Type - These types of units have a neutral advantage against each other. Tips for clearing - Bring a hero who can deal with AoE attacks. - Use a hero who can remove debuffs like: Angelic Montmorancy. Enemies - Jealous Symagus - Vertigo Nightmare Clear the Vertigo Nightmare before focusing on the elite monster. Be careful when causing debuffs against the Elite Monster, as it can move debuffs when attacking. Enemies - Assassin Cidd (Boss) That hero who can split copies of Assassin Cedd every time he uses its ultimate skill. You can't harm a clone when you use a single attack. Always remove debuffs whenever it is inflicted on your team, or clones will easily die in your team, continue to drain clones with AoE attacks, and you can clear this layer quickly. Recommended element fire type - Using this element has an advantage against the boss. Earth/Moonlight Type - Charles invites four hens to fight for him, most of the hens are ice units. Tips for clearing - Use immunity from debuffs caused by Corvus and Charles. - Don't use heroes who can cause a lot of debuffs against the boss. Enemies - Poison Naga - Blaze Dragona The first battle is a walk in the park, aim for Blaze Dragona if you want to stack in souls, or focus on the Elite monster to advance Enemies - Charles (Boss) Charles uses his Strike at the beginning of his shift calling Bask and Diene. Aim for Diene first to eliminate the healing effect on the enemy, then defeat Bask to remove immunity and increased defense buffs. In another faithful attack, he now invites Corus and Krau. Focus on winning the Corvus first to avoid the AoE debuffs that will be inflicted on your team. When the other invited minions are ready, you can leave Krau alone and focus on Charles. When he focuses on Charles, he can use the barrier to protect him. Remove the barrier with a stripper or wait for it to expire. Recommended element fire type - The enemies of this layer are all Units of Earth, which is really good to have elemental. Earth/Moonlight Type - Don't salt ice units on this stage because the boss is reducing the impact of the ice unit. Tips for clearing - Don't brush any Ice DPS units. - Bring one supporter who uses non-attack skills, the boss adds CR when using non-attack skills. Enemies - Shield Swordsman (Elite) - Porpex Cannon Focus on stacking souls on this stage by clearing Porpex Cannon first and then defeating elite monster continues. Enemies - Bellona (Boss) - Forest dark broom At the beginning of the battle with bellona there are 4 Forest Dark Broom monsters. Clear these minions first to stop the healing effect and cause debuffs for your team. When Bellona uses the ultimate, she revives one dead ally. Defeat, which quickly revived its allies, then focus on him again. The use of non-attacking skill increases his combat readiness by 50%, so limit the use of non-attacking skills as much as possible. Don't bring in the DPS, which is an ICE unit, as it reduces the attacking power of the ice hero and reduces the cooling of his ultimate skill. Recommended element fire type - Provides an advantage against the boss. Earth/Moonlight Type - All other elements are also viable in this area except the ice unit. Tips for clearing - That hero who can remove buffs to clean up target debuff that can be inflicted on your team. - Don't bring a hero who can cause a lot of debuffs, the boss just revamps his health. Enemies - Modified Aztesta (Elite) - Steel Skull Warrior Aim first at steel skull warrior and be ready to dispel debuffs that can be inflicted on your team. Once you've cleared the Steel Skull Warrior, focus on defeating the elite monster. It's ideal to stack souls as much as you can, so you can use it against the boss. Enemies - Violet (Boss) - Tirel Archer - Rose Apostle Priest - Tirel Spearman Focus on Violet's aim because you can't beat the other monsters surrounding her. Be prepared to dispel the target debuffs targeting your team. Violet can regenerate HP when she has 2 or more debuffs, but you can combat it by using a hero who can cause unhealthy debuffs with Kiris, Cheese him easily. Recommended element fire type - The use of fire units gives an advantage against the boss of the Earth element. Earth/Moonlight Type - Import elements other than Ice units to remove elemental damage. Tips for clearing - Bring at least 2 Soul Weaver to maintain your team. - Use Invincibility buffs to cancel Bomb Debuffs. Enemies - Modified Caidet (Elite) - Jealous Aztesta - Frost Aztesta Remove Jealous and Frost Aztesta first remove buffs that Elite monster gets from them. After winning the enemy's support, you can now focus on the elite monster. Prepare to dispel debuffs when your team is infected with stun or poison. Enemies - Leo (Boss) There is a real disorder that can make this floor easy. You have to bring a support hero who can admit invisibility. When the Bomb goes off, it's gone now, and you don't have to worry about it. You can then focus on Leo to defeat him, use DPS heroes dealing with damage proportional to the enemy's maximum health, or equip a Daydream Joker item. Recommended natural type of element - You can choose different heroes on this stage, since the Elite and Boss monsters go into light units. Moonlight Type - Those brought by moonlight heroes have a neutral advantage against enemies. Tips for clearing - Bring a knight with aurius item to maintain DPS. - 2 Getting Soul Weaver greatly increases your resilience. - Don't bring heroes who can cause debuffs. This step does not give you a difficult time, but the main task you need to do during this layer is to stack souls as much as possible. Beat swordsman first and then aim for the converted Aztesta. After that, focus on the elite monster and win it. Enemies - Destina (Boss) - Sun Seed Step 1: At this point, you can aim for Destina until she reaches 50% or less of HP. Don't bring any debuffs to this stage as it increases the enemy's combat readiness by 50% debuffed. Get one sun seed to lower HP by at least 50% to eliminate the healing effects that Destina has. Step 2: When the boss has the following: Focus on Ruele and prepare your soul mates to sustain your team every time Judge Kise attacks. Every 5 minutes. Attack, Ruele activate Reflect buffs is better to attack with his support to minimize damage reflected. Use a hero who can remove the Ruele barrier every time he uses his extreme skills. Recommended element fire/water type - Do not bring any Soil element, as Wyvern appears when you fight the boss. Moonlight Type - Bring's moonlight heroes eliminate elemental harm against enemies. Tips for clearing - That hero who can strip discounts critical hit damage buffs boss. - This step is going to be long, be maintain your team throughout the battle. Enemies - Blind Eye Lich (Elite Monster) - Sand sponge - Twilight skull wizard Defeats elite monster as fast as you can to prevent him from using his final. He can destroy your team as soon as his ultimate is available. You can build souls during a boss fight. Enemies - Apocalypse Ravi (Boss) Stage 1: After he has attacked the apocalyptic race for the first time, he turns into Onix Wyvern. The mechanism of this wyvern is the same as the wyvern hunt, where it creates a decomposable barrier. These obstacles only increase when the boss is in 70 and 40% of his life. After defeating this boss, it will now return to the apocalypse race. Stage 2: After defeating wyvern, the apocalyptic races now spawn with their two henchmans. It is recommended to kill Jealous Symagus first to remove the enemy's shrinking CR and then beat the modified symagus. When you won two minions, the Apocalypse Race invites two more minions. Step 3: She now invites converted caides and jealous caides at this point, it is advisable to beat the minions first, so you have nothing to worry about later in the fight. Always use a hero who can remove his bills critical hit enthusiasts, as he can be more powerful if you didn't get critical hits on this boss. Previous Floors Next Floors Abyss 81 – 90 Floors - Top Page

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