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Epic seven abyss 100 guide

For those climbing the ground for the new rewards that include the 88 Lifesteal Sets, take a look at what the community has done so far. Personally, I'm only on 92. Others, however, have concluded it and given their thoughts on each floor. Kiris cheese is still alive, by the way! Mini Guide by jonohtin Abyss Tower 91-100 Guide by EpicSeven Floor 91 Floor 92 Floor 93 Floor 94 Floor 96 Floor 97 Floor 98 Floor 99 Floor 100 This article will guide you on how to delete Abyss from floor 91 to 100 for the game Epic Seven. Read on for more information on how to delete these specific floors in this section. Previous Floors Next Floors Abyss 81 x 90 Floors Abyss 101 - Recommended Element Ice Type - The elite and boss monster of this level are both fire unit, bringing in an ice unit can have an advantage against them. Fire type - A fire or moonlight unit eliminates the elementary disadvantage against the enemies. Delete Tips : Target the summoned mushrooms to inflict debuffs against the boss. Enemies : Crimson Pherus (Elite) - Frost Aztesta|Water Klineode Target for the Water Klineode and Frost Aztesta first to disable the buffs received by the elite monster. After defeating the support, enemies focus on defeating the boss. OpponentCharlotte (Boss) Charlotte has the first round at the beginning of the battle. After the attack, she summons 4 mushrooms and defeats these summoned servants can inflict debuffs on the boss. Dust mushroom adds to defense, lava fungus adds reduce attack, ice fungus adds speed, sand fungus adds cannot buff. These are the debuffs that can be inflicted on the boss, be sure to always defeat them, especially the dust fungus, where it can inflict diminishing defense, making them easier to kill. Charlotte can summon these minions again after she has used Vortex, continue with this pattern until you defeat them. Recommended Element Earth Type - Most enemies in this phase will be an ice unit. When you bring an Earth unit, you get an advantage against the enemies. Ice Type - Ice or moonlight heroes have a neutral disadvantage on this stage. Delete Tips: Bring a hero who can undress the buffs granted to the boss. Recommended Heroes Tamarinne Angelic Montmorancy Iseria Bellona Kiris Dizzy Enemies 'Mighty Soldier'Green KlineodeAranea Gigantes Defeat the Green Klineode to disable the buffs given to the elite monster. After that, you can focus on the elite monster or delete the remaining Mighty Soldiers first before moving on to the Boss Stage. Enemies 'Romann'Tywin (Boss) This ground will be deadly if you use the mechanics completion of this phase. Be sure to kill novels as quickly as possible to be sure, and you can focus on Tywin without Tywin can disperse all debuffs with his command call, then buffs grant himself, always use a hero who can undress the buffs to prevent him from summoning Taranor Guards when using All-Out Attack. When its HP drops to 70% and 40%, a barrier is activated to defend it to remove the barrier you need to inflict poison, bleeding or burn to break the shield. Recommended Element Earth Type - Have an advantage over the Boss ice and DarkLight Type - Since the first part consists of fire-type enemies that bring an ice unit, the first part or moonlight hero that has neutral advantage will easily erase. Delete Tips: Don't bring heroes who inflict debuffs. Use DPS heroes that are pure damage. Enemies 'Illusion Nightmare'Dusk Dream Leech First delete the illusion nightmare to prevent them from inflicting debuffs on your team. After defeating them, focus on and defeat the elite monster. Opponent Zerato-Dominiel (Boss) You must have at least 2 or 3 heroes to support your team. Don't bring heroes who can inflict debuffs on the boss as they are only transferred to your heroes. Be prepared to grant immunity to your team, if the enemy is ultimately ready to be used, it might take a while to defeat the boss, but continue with this pattern and you will finish it after some time. Recommended element natural type - You can select different unit types at this level because the Boss is Dark element. Light.Dark Type - These units have a neutral advantage against each other. Delete tips: Bring in a hero who can deal AoE attacks. Use a hero who can drive out debuffs like: Angelic Montmorancy. Enemies : Jealous Symaqs Vertigo Nightmare First clear the swindle nightmare before focusing on the elite monster. Be careful when you inflict debuffs on the elite monster as it can transmit debuffs when attacked. Enemies' Assassin Cidd (Boss) Bring a hero who can split the copies of Assassin Cidd every time he uses his ultimate skill. You cannot damage the clone if you use a single attack. Debuffs always every time it is inflicted on your team, or your team will be easily killed by the clones, continue to delete the clones with AoE attacks, and you can delete this floor in no time. Recommended Element Fire Type - Using this item has an advantage over the boss. Earth/Moonlight - Charles will summon 4 minions to fight for him, most minions are ice units. Delete Tips : Use Immunity to Get From Corvus and inflicted provocation debuffs. Don't use heroes who can inflict a lot of debuffs on the boss. Enemies 'Poison Naga'Blaze Dragona The first battle will be a walk in the park, aim at the Blaze Dragona if you want to stack up on souls, or focus on the elite monster to continue on the Boss stage. Enemies Charles (Boss) Charles will be his Strike at the beginning of his turn summon Bask and Servant. Target for Thieves first to disable the healing effect for the enemy, then defeat Bask to remove immunity and increased defense buffs. In the second Faithful Strike, he will now summon Corvus and Krau. Focus on defeating Corvus first to avoid the AoE debuffs inflicted on your team. After you finish the other summoned minions, you can leave Krau alone and focus on Charles. If he focuses on Charles, he can use a barrier to protect him. Use one to remove the barrier, or wait for it to expire. Recommended Element Fire Type - The enemies on this floor are all earth units, which is really good to have the elementary advantage. Earth/Moonlight Type - No ice units at this level as the boss reduces the attack of an ice unit. Delete Tips : No Ice DPS Units. Brings a supporter who uses non-attack skills, the boss increases his CR when using a non-attack ability. Enemies 'The Shield Swordsman (Elite)' Porpex Cannon focuses on stacking on souls on this stage by first deleting the Porpex cannon and then defeating the elite monster to continue. Enemies 'Bellona (Boss) - Forest Dark Broom During the start of the battle, there are 4 Forest Dark Broom Monsters along with Bellona. Delete these servants first to stop the healing effect and inflict debuffs on your team. When Bellona uses her Ultimate, she will revive a dead ally. Defeat that revived allies quickly then focus on them again. Using non-aggression skill increases their combat readiness by 50%, so limit the use of non-aggression abilities as much as possible. Don't bring DPS that is an ice unit as it reduces an ice hero's attack performance and reduces the skill cooldown of its ultimate. Recommended element brandy type - Provides an advantage over the boss. Earth/Moonlight Type - All other elements are also viable in this field except the ice unit. Delete Tips: Bring a hero who can scatter buffs to clean the target debuff that can be added to your team. Opponents : Converted Aztesta (Elite) - Steel Skull Warrior target for the Steel Skull Warrior first and be ready to scatter debuffs that can be inflicted on your team. After clearing the Steel Skull Warrior, focus on defeating the Elite Monster. It is ideal to stack on souls as much as possible so you can use it against the boss. Opponent 'Violet (Boss)'Tirel Archer/Rose Apostle Priest/Tirel Spearman Focus to target Violet, as you can't defeat the extra monsters that surround it. Be ready to dispel the target debuffs that are inflicted on your team. Violet can regenerate HP if it has 2 or more debuffs, but you can counteract it by using a hero who can inflict incurable debuffs along with Kiris, so you can Cheese it light. Recommended element fire type - The use of fire units will be beneficial to the Earth Element Boss. Earth/Moon Moon Type - Bring other elements besides the ice units to disable the elemental disadvantage. Delete Tips : Bring at least 2 Soul Weavers to support your team. Use invincibility buffs to break off the bomb debuffs. Enemies , the Converted Caides.-Jealous Aztesta Frost Aztesta First eliminate the Jealous and Frost Aztesta to disable buffs that the elite monster gets from them. Now that you've defeated enemy support, you can focus on the elite monster. Prepare to disperse debuffs if your team is infected with anesthesia or poison. Enemies Leo (Boss) There is an actual breakdown that can make this ground easy. You must bring a support hero who can grant invisibility. If the bomb detonates, it will now be gone, and you don't have to worry. After that, you can focus on Leo to defeat him, use DPS heroes that deal damage proportional to the opponent's maximum health, or equip the Daydream Joker artifact. Recommended Element Nature Type - You can select different heroes on this stage as the Elite and Boss monsters go to a Light unit. Moonlight Type - Moonlight Heroes have a neutral advantage over the enemies. Delete tips: Bring a knight with Aurius artifact to get your DPS. This phase won't be a hard time for you, but the main task you have to do during this floor is to stack as much as possible on souls. Defeat first the Swordsword fighter and then on the converted Aztesta. After that, focus on the elite monster and defeat it. Enemies :At this stage, you can aim for Destina until it reaches 50% or less of its HP. Do not bring debuffs at this level as it increases the enemy's combat readiness by 50% when defused. Get one of the sun seeds to lower your HP by at least 50% to disable the healing effects Desina has. Phase 2: If the boss has 50% or less HP, she will transform into Ruele of Light along with a pre-loaded ally, Judge Kise. Focus on Ruele and prepare your soul weavers to support your team every time Judge Kise attacks. With every 5th attack, Ruele activates Reflect buffs, it's better to attack them with your support to minimize the reflected damage. Use a hero who can remove Ruele's barrier every time she uses her ultimate skill. Recommended Element Fire/Water Type - Don't Bring Earth because a Wyvern appears when they fight the boss. Moonlight Type - Bringin Moonlight Heroes remove the elemental disadvantage over the enemies. Delete Tips : Bring a hero who can remove the reduced critical hit damage buffs on the boss. Can. support their team throughout the battle. Enemies. Blind Eye Lich (Elite Monster) Sand Mushroom Dusk Skull Witchmaster Defeat the Elite Monster as soon as possible to disable him from using its ultimate. He can immediately wipe out your team when its ultimate is available. You can stack up souls during the boss fight. Opponents of the Apocalypse Ravi (Boss) Phase 1: After attacking Apocalypse Ravi for the first time, she transforms into an Onix Wyvern. The mechanics for this Wyvern are the same as the Wyvern Hunt, where it will spawn a redistributable barrier. These barriers will only exist if the boss is at 70% and 40% of his life. After defeating this boss, he returns to Apocalypse Ravi. Phase 2: After the victory over the Wyvern, Apocalypse Ravi will now spawn with his two servants. It is recommended to first kill the jealous Symaqs to disable the enemy's decrease CR and then defeat the converted Symaqs. If you have successfully defeated the two minions, Apocalypse Ravi summons two more minions. Phase 3:She will now summon converted Caides and Jealous Caides at this stage, it is recommended to defeat the servants first so that you don't have any worries later in the fight. Always use a hero who can remove their decrease critical hit buffs as they can be more powerful if you don't land critical hits on that boss. Previous floors Next Floors Abyss 81 x 90 floors - Top Page Page

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