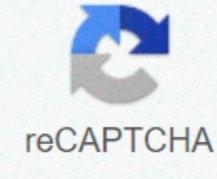




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Ffxiv palace of the dead solo leveling

By Accom - 28.12.2016 Update: Note that the PotD handicap is still best for level 1-60, but not effective for 60-70. Since playing FFXIV after alpha, there have been a few different flavor-of-the-month ways to smooth out. Since Patch 3.45, many people use the Palace of the Dead as effective, stress-free that you can honestly just jump on. The Palace of the Dead (PoD) is basically an performing dungeon where a solo player or group of players descend through the floors of a dungeon 10 floors at a time. Your character has Aetherpool weapons and armor that, with its experience, is completely separate from your true nature. In two storage locations, you can progress through PotD and level your weapon, armor, and PotD class level. Completing potD through max 200 floors is a challenge, so for this guide, we cover the basics of using the pot to level the dom/dow categories. The goal is to get the 10-layer series ready as quickly as possible, as completing each set will produce a huge piece of experience for your class outside of PotD. Below are some common tips as well as some cool tips for pot speed. Good luck – and don't forget: Help others. PotD General Tips Grind floors up to 1-10 Aetherpool +10 / +10. +10 / +10 after grinding floors up to 1-50 +40 / +40 ish. +40 / +40 ish after grinding floors 51-60 until the alignment is complete. Gold coffins contain Pomanders. Silver coffins contain updates. Bronze coffins contain objects. Check current Pomander enthusiasts before using another. Kill hornet and Slimes first, because everyone has 1-shot meth. Only open the chests when the fight is over (enticing) and perfectly healthy (explosive). The group should try to follow the same path to avoid traps. You can also hug the walls to reduce the risk of traps going off. Use Pomander of Rage w/ Fortune on a dense floor or in the last layers (do not use when not knockback). Use Himon Pomander in a boss fight. Accidentally use Pomander of Witching for large bets. Use Cairn of Return to revive members of a dead party. That Echo Drops improves silence (yourself or others). PotD Speed Run tips use Sprint uptime to increase speed. Limit the crowd to kill on the doorstep to open Passage. Don't get out of your way for the coffins. Cursed Hoard > Gold > Silver chest. * Special thanks to reddit/r/ffxiv Discord community who helped adjust some information - Cheers! * Tags: ffxiv Maygi's POTD 1-200 Manual (Solo /Party) Looking for a Heaven-on-High guide? Here's a link to it! If you want to view this in a Google Doc, you can use this link. The pictures and names are in a small column, I know! Fix soon TM- INTRO ~ Do you want to clear floor 200? You've come to the right place! In this guide, I'll tell you everything, needs to know about the mechanics of the mafia/boss and and and process them to get past each layer. ~ABOUT ME~ I personally love POTD and have soloed floor 200 (see some media on my Twitch channel!). At light parties I have emptied the floor 200 countless times, and each time without a container with one meter, three dps of composition. In fact, I've refueled every run while playing either healer or red mage (yes, you really don't need a tank to go up to 200). The most important thing is the information I'm going to share with you! If you have any POTD questions or want to discuss POTD solo strategies and more, send me a message maygi #4987 on Discord! I love messages and I love answering questions! Maybe now's a good time to start writing these? (4/10/2018) 5/27/2018: Updated Movement aggro Proximity (movement technically wasn't a good way to describe that aggro method because aggro can still be lured without moving, so long a monster walks within range) 4/24/2018: Finally figured out 200 solos. Maybe that makes the guide a little more believable c: April 10, 2018: Added more solo tips for most floor sets over 111 meters. (121-130 is too easy!) ~Table of Contents~ Basics Handling Treasure Rooms How to Survive Attract Traps Floor Guides Floor 1-10 Floor 11-20 Floor 21-30 Floor 31-40 Floor 41-50 Floor 51-60 Floor 61-70 Floor 71-80 Floor 81-90 Floor 91-100 Floor 101-110 Tells 111 -120 Floor 121-130 Floor 131-140 Floor 141-150 Floor 151-160 Floor 161-170 Floor 171-180 Layer 181-190 Layer 191-200 ~Basics~ This section goes through potd mechanics with a few cool tips/tricks, that you may not have known. If you have experience with POTD, feel free to skip this section! Why drive POTD? I think it's a nice change from a normal dungeon. It's a place where party house can be flexible and still challenging, even if you bring a tank. Unlike normal dungeons/trials/raids that eventually trivialize newer gear and higher-level caps to come out, POTD is always a meaningful and hardc hardced 60. Plus, you get a nice catch that you can sell to Gil Pomanders Pomanders are objects that you get from the gold line and are critical in the upper layers. In what order these appear, these are... Safety: Removes all traps from the room. Recommended to use this or appear if you plan to use rage to empty the treasure room alone. Vision: Reveals all traps from the floor as well as a map. Strength: Increase damage/healing by 30% for 8 minutes. Give this to your DPS or pouer. Steel: Reduces damage by 40%. Does not apply to % health hazards. Give it to your tank and then to the pouer. Wealth: Increase the number of chests on the NEXT floor. Sometimes you might see 2-3 coffins in a non-treasure room, sometimes none. It's RNG. Flight: the number of enemies on the NEXT floor. This reduces the number of kills Cairn of Passage from about 6 to 3, speeding up the floor. Recommended for use as a 187-189 solo or 197+ party. Treasure rooms can still spawn on the fly. Change: Turns all enemies in the random room on the next floor into a copyer or mandragora. Copyciators are loud crowds (later described in Purity), while mandragoras are passive crowds that die in one hit. Both crowds have very high chest drop speed. The best time to use the changes is if 1) you have to store items or 2) you need to speed up the floor and designed to use rage to do so – if you get mimicry, just kill them with rage and enjoy extra chests, or if you get mandragoras, the floor is already relieved! Purity: Removes the cursed pox status caused by mimicry. This is a 10-minute debuff that eliminates natural healing, treats damage over time and reduces damage by 20%. Never underestimate the damage to the rocks. While vaccination can tick up to 300 damages per tick in the upper layers, keep in mind that it also removes your natural regen, which is 1% of your maximum health per tick in battle. This means that each tick has 500-600 fewer HP than otherwise. Onsent: Increases the pace at which crowds drop coffins. It is recommended to use for emptying treasure rooms/change rooms. Witchever: Turns all crowds within half a room into a chicken/30/imp that can't use skills and reduce damage. The best panic target by far, but still not everything that saves you from everything. Note that the cooling of the mafia continues during witchness, so they always use their most important skill as soon as the wear and a half of witchness wears off. Recommended to save them very nasty gloom / no objects / no ability floors 181 + . Rage: Best item ever. Turns you into a manticore for 1 minute that kills all the crowds (including the boss adds) in one hit. DOES NOT WORK IF THE FLOOR IS DISABLED. It is recommended to use the property together with this to get as many coffins as possible. Cravings: Turns you as a sub for 1 minute and gives you access to Void Fire II, an AOE attack that applies a stack of vulnerability (+10% damage, up to 5 stacks) to all hit targets. The intensity of the attack is also about 400, so it can be a DPS increase for many categories. Recommended to use a huge +50% vulnerability in bosses for debuff or massive AOE damage. Intuition: Reveals the location of the cursed fence within a golden radius. Please note that there is no cursed fence on each floor and their view on the floors is about 1/3. Layers 1-50 produce bronze-cut bags, 51-100 irons, 101-150 silvers and 151-200 golds. Make sure that you do not use intuition for each batch 7. Revives the first party member who is KOed. KOed, what's going on? alone and can be used to cope with an attractive trap – see how to Survive Luring Trap for more. Solution: Turns you into Kirubu for 1 minute and gives you access to a spell of heavenly judge, AOE, similar to a saint dealing with damage and stunning objects. This spell massively causes more damage to undead objects – more than 20,000 damage per hit without force. Trap credits for this reddit thread for pictures. In order, these traps are: Impeding - silence and apply calming to all the sagging (including crowds). Both are detachable with Esuna, and echo drops can remove silence. Revenge – turns the person who stepped on it into a 20-second villain that has reduced HP and can't use any skills/objects. Your worst enemy alone, and why you should never pass into a room while you're in battle. Landmine – causes 80% of the current health hazards for everyone in the surrounding area. Can be used to clear a lot of crowds quickly. Temptation – calls 3 random monsters off the floor (including patrols). They all haggle over the one that hit the trap but don't move for a few seconds after the call. Enfeebling – applies a 1 minute debuff to the person who stepped on it, increases 20% damage and reduces the damage caused by 20%. Not removable with a barrier. Traps spawn occasionally on any floor except the starter room. To minimize the chance to step into a trap, hug walls and track the paths your teammates take. ~Handling treasure rooms~ Treasure rooms are rooms that can spawn on any floor (flight or not) with 4 coffins and more than 10 crowds. These can be used to get a lot of breast, but can also be a huge obstacle. Use Pomander of Fortune if you are going to empty one of these rooms to get coffins. Also consider using security or sight if you're going to download – there could still be a landmine among them that can surprise you, but if you reveal it in plain sight, you can use it (mostly) to kill all the crowds! One of the easiest ways to empty the treasure room is simply by using Pomander of Rage. However, don't charge with rage, especially on the upper floors, even more so if you're alone. Be very careful about the crowds that aggro movement and not see, as you may get 1 shot if accidentally aggro 2 or more crowds in the upper floors. If you're at a party, someone has to draw crowds for you until you feel comfortable looting. Another way to deal with the treasure room is pomander of witchness. However, depending on how good your party is, DPS may or may not be enough to clear everything. In the upper layers (171+), I recommend using Himon Pomander or the resolution Pomander both) along with witchness for massive AOE damage/vulnerability/stunning. Or, you know... You could be safe and pull them out one by one. Mimicking Mimicking (used Pomander of Alteration)... Gross! ~How to Survive Luring Traps~ Attracts traps on high floors are what ultimately ends many people's solo or party runs. But they really aren't that bad if you know how to play around them! Solo if you hit a deadly temptation snage solo, you have a few options depending on how sure you are. If you know you can tie/sleep at least one of the crowds, consider using Steel pedomader and then tie/sleep as many crowds as you can, then center one down and float the others. However, when in doubt, use only Pomander of Raising and escape the spawning point of the trap, and when you die, the crowds will zero. Watch this video for an example of dying with Raising, and this video shows an example of kiting/bonding. Party The best way to deal with an attractive trap in a party is not to deal with it. If you don't know by 100% that you can, let the TRAPPED MAN DIE. Don't try to help them, don't try to tie/sleep the crowds or even heal them (you don't want any aggro in these crowds) - basically make sure no one touches THEM OR MOBS THEY JUST GAVE BIRTH to. Just run away from where the crowds were born, and then they simply reset after one person dies. You can continue to re-waste them afterwards. ~Floor guides~ Now we are finally diving into the peculiarities of emptying each floor set! I recommend pulling up each relevant floor kit guide and checking it quickly before stepping in so you know what you're up against. Many crowds have a targeted skill that is often cleave - I often call these double car counter-car attacks. I will detail all the crowds of note and give them a danger level for the solo/party. I use the following levels as a guide: One of the easiest crowds you can fight on this floor. Recommended to get out of your way to kill these to open Cairn of Passage. This crowd has kill potential and must be carefully or avoided. This mob alone can wipe out your party. Don't even touch this mob unless you're going to use Pomander of Witchness. IMPORTANT NOTE!!! The levels of danger I give to the party class assume your party has enough decent methic to respond to DPS checks in crowds and use Esuna correctly. If in doubt, check out the solo danger level! The danger levels imposed on solos are for non-asters, as classes 30 usually get decent from most crowds. In addition, the crowds have a few unique ways of aggro. The crowds, grunting with their eyes, can only see in a small cone in front of them. It's easy to sneak these around. Sometimes you have to be a little patient, wait for them to turn around so you can sneak up behind them. Video example of how to be cunning. Crowds that aggro voice aggro if you run near them, no matter where they are. However, if you don't move or change the walking space on top, you can literally sneak past if a patrolling sound-aggro crowd walks into you, it will take revenge on you. They may be blind, but they can still feel when they run into you. Crowds that aggro near simply aggro if you are within the radius of their detection. These crowds are very difficult to avoid, and some crowds have higher detection rays than others (imitations, for example, have a huge detection ray). A quick and dirty tip to remember which crowds aggro in what way If it's a worm or if it's headless, then it's Sound. If it is an undead or non-animal animal (Lima, Pudding), it is likely to be an intimacy. If neither, it's probably Sight. This is just a common way of remembering. These are several animal creatures that can aggro by Proximity - Triceratops and Wivres, for example. More detailed information is detailed on the monster tables on the floor. ~Floor 1-10~ It all starts here! MobDanger Level (Solo)Danger Level (Party)Aggro typeNotesHorneCautionEasyProximityCasts Final Sting if not killed in time, causing a large amount of damage. You can walk away from the hornet during this time to avoid an attack. All other crowdsEasyEasyYarzon, Sprite – ProximityOthers – SightMost of these crowds can be killed in a matter of seconds. Boss: Palace Deathgaze This boss is very easy, but the damage should not be underestimated on its own (consider popping a drink during battle). It uses skills in this order: Whipcrack - a tank buster that can be used in combination with an automatic attack with a surprising amount of burglary damage. Gale force wind – conical AOE telegraph. Avoid this. Bombing a circular, empty AOE telegraph that slows down the hit. Lumisphere – a targeted circular AOE telegraph. Avoid this. Aeroblast – a global AOE that applies windburn and deals with light DoT damage. General tactics - The craving for lower layers causes mindless damage, since the intensity of Void Fire II is much higher than low-level skills. If your class is able to float, you can run circles around the room and take literally 0 car-to-car attack damage in addition to whipcrack. ~Floor 11-20~ While it's still easy, there are a few crowds you really need to pay attention to, especially when you're alone. WATCH OUT FOR THE DONNING TRAPS! MobDanger level (solo)Danger level (party)Aggro typeNotesSlimeCautionCautionProximity Explodes and kills anyone within a large radius if it is not killed in time. When you're alone, DON'T MOVE AROUND THE ROOM WHEN YOU'RE FIGHTING THESE. If you enter the pude trap, you will probably wipe (it is possible to float and get another to use witchcraft after the nudges wear, but...) Cobra (Patrol)CautionEasySightIf you step into a coasso hatch, the cobra uses a special skill Devour, which is a one-shot bump. Like slimes, do not move around the rooms when fighting. All others Ochu, Taimi, Morbol – ProximityOthers – SightMost of these crowds can be killed in a matter of seconds. Boss: Boss: Simple boss, very similar to the 10-floor boss with his attack order. But don't underestimate the damage to that crack. Bloody Caress. The order of skills is Bloody Caress (cleave), followed by two electricians AOE and then a global AOE. After the global AOE, it goes to the top of the room and calls two hornets. We have to kill these, or they're going to kill somebody. In the meantime, the boss spammes a line telegram from Rotten Stench, which causes a great deal of damage. Common tactics - Use Lust to kill it and be blocked quickly (stack it with it when it calls inhibitions so you can hit them all with AOE). However, consider popping a durable drink before doing so on your own, as the crack damage is quite large. ~Floor 21-30~ This is the first real floor kit with a normal number of crowds per floor and rewarded with a normal amount of XP/tomestones. MobDanger level (solo)Danger level (party)Aggro typeNotesMinotaur (Patrol)CautionEasySightCasts 111-Tonze Swing, an unencapsurized point-blank AOE that deals with a fair amount of damage and kickbacks. It can be stunned. Skatene (Patrol)EasyEasyProximityEasy, but noteworthy. Throws Chirp, who puts everyone to sleep when he's 15. Easier to deal with alone as it knocks you back awake, but beware of sleeping while other monsters throw their AOE skills. All other mobsEasyEasyUrolith, Wivre – ProximityDullahan (Patrol) – SoundOthers – SightMost from these crowds can be killed in a matter of seconds. Boss: Ningshizida Tl:dr – start at the side, fire, ice, fire, ice and then run to the middle. This boss, in addition to having a basic crack, creates lingering AOE's for random players in the following pattern - fire, ice, fire, ice. Since these AOE's linger on the floor, don't stand in the middle to start because you don't want a goop downtown when you need to run there. After the second ice ball, it runs into the middle of the room and throws Fear Itself. To avoid this attack, which does great damage and causes terror, run with it to the middle. ~Floor 31-40~ The boss of this floor can be difficult to solo if you don't cultivate points /XP. MobDanger Level (Solo)Danger Level (Party)Aggro typeNotes All mobsEasyHecteyes – ProximityOthers – SightMost from these crowds poses no threat except for their car attack damage. Boss: Ixtab Tl:dr – way to add additions This boss throws 4 lingering AOE's and then calls two Nightmare Bloots. These need to be killed as quickly as possible (all avoiding the boss-thrown AOE telegraph), or else, when the boss uses the global AOE Scream, you get prey and the additions use the Tornado that probably shot you, especially when it's connected to the Shadow Flareglobal AOE, which is thrown right after Scream. ~Floor 41-50~ Boring floors which Likes to do it! Very... dull floors really don't end for a while, but you get what I mean... MobDanger Level (Solo)Hazard Level (Party)Aggro typeNotesSuccubus (Patrol)CautionEasySightCasts Dark Mist followed by Void Fire II. Dark Mist is a dot empty AOE that

causes horror if it hits, so make sure you stay away from the telegraphs. Not all other mobsEasyEasyPersona, Wraith – ProximityKeeper (Patrol) – SoundOthers – SightMost from these crowds threatens besides the damage from the car attack. Boss: Edda Blackbosom Tl'dr – stay close to the boss to easily avoid the In Health telegraph. This boss will be pretty easy if you avoid his mechanics properly. He uses In Health in two patterns - one requires you to run away from him, and one covers the entire map except for a small area next to him. As such, stay close to him to avoid this. In addition to each person hit by this skill, light a poem on the floor, increasing the damage to the global AoE Black Honeycomb. In addition to this, he occasionally throws in a disease that immediately causes diseases to the subject, but due to the timing of his skill, you never have to worry about the slowness of the disease, which makes it difficult to avoid an in health cast. –Floor 51-60- Apparently everyone's favorite floor set. MobDanger level (solo)Danger level (party)Aggro typeNotesAll mobsEasyEasyPot, Pudding, Idol, Arch Demon – SighMost from these crowds poses no threat except for the damage caused by the car attack. Boss: Black rider in a nutshell – Make sure you don't get the dent back together with exploding balls on the side. –Floor 61-70- Honestly, I don't understand why people grind 51-60 because this set and the other up to 100 are just as fast, if not faster, because your gear starts to scale. MobDanger level (solo)Danger level (party)Aggro typeNotesAll mobsEasyEasyWivre, Triceratops, Diphocaulus, Pteronod – ProximityOthers – SightMost from these crowds does not threaten besides the damage from the car attack. Boss: Yaqaru in a nutshell – when it throws Douse, walk away as if that the boss is completely out of the AOE so it doesn't get into the haste. –Layer 71-80- Easier layers! MobDanger Level (Solo)Danger Level (Party)Aggro typeNotes All mobsEasyEasySasquatch – ProximityOthers – SightMost from these crowds poses no threat except for their car attack damage. Boss: Gudanna in a nutshell – stay away from tornadoes because they beat the tornadoes themselves with a larger AOE, pulling you in. As it passes to the edge, run near it because it usesTrounce, a huge conal AOE that applies the vulnerability. Burn it at 17% because it uses the Ecliptic Tempa, which treats 80% of your maximum health as damage. –Layer 81-90- Time to be a little more careful now. Maybe. No, not really. MobDanger level (solo)Danger level (party)Aggro throw self-destruct if you don't kill in time. Be careful when pulling these en masse at parties, sudden/quiet traps alone. Not all mobsEasyEasySprite – ProximityWamouracampa, Worm, Crawler – SoundOthers – SightMost from these crowds poses a threat besides the damage from the car attack. Boss: Godmother Tl'dr – kill orange bombs when they spawn, stick a blue bomb in the boss (all skills beat it back) when it spawns. This boss is a little trickier than the last ones. Sometimes it generates a lava bomb in the middle of a bunch of unstoppable small bombs that explode over time, and you have to kill the lava bomb before it explodes. It can also call a Giddy bomb while channeling Massive Burst. The Giddy bomb must be pushed into the boss with skill before it explodes. If it does, and you have to refuel Massive Burst, get the damage done as it makes 99% of the maximum HP of all (so the damage reduction will not be affected - do not dare to use tank LB). –Layer 91-100 – End of basic layers! Consider using Pomander of Resolution from floors 97-99 as all the crowds are undead and you can fire one shot at any of them (except dragons, they have too much health and need two hits) with it. MobDanger level (solo)Danger level (party)Aggro typeNotesAll mobsEasyHppogryph – SightKeeper (Patrol) – SoundOthers – ProximityMost from these crowds poses no threat except for the damage caused by the car attack. However, it's time to start being a little more careful with mass bets, as some of these can really hurt a little bit, especially if you don't have a tank. Boss: Nybeth Odilford This boss shouldn't be a problem for the most part – you don't even need resolution for the most part. This is how I recommend approaching it alone/to the party. Solo Use strength, steel and then the maintenance of a magic potion and lust. Spam Void Fire II for the entire duration – don't worry, it digests additions when they spawn /respawn. As soon as the conversion wears off, use another maintenance drink and use resolution. Then you can spam the celestial judge with a reasonable amount of damage all the time, while removing all those bodies from the ground. Party Everyone stacks on top of the boss, and one person uses Lust and Spam Void Fire II for the entire duration. The emptiness fire kills everyone from the additions and the boss should be dead in a minute. –Layer 101-110- Start of silver bag floors! ... I hate 101-150 the most. Like, they're not easy enough to cheese them very hard with huge draws, and not tough enough to be tough enough if it makes any sense... Note that all these layers and their bosses are similar to their colleagues 1-100! For example, layer 10 boss = floor 100 boss. The crowds on each floor are also largely the same, although some patrols are changed, and The crowds have extra skills. Of course, the crowds all hit a little harder now... MobDanger Level (Solo)Danger Level (Party)Aggro typeNotesHornetCautionEasyProximityCasts Final Sting if not killed in time, causing a large amount of damage. You can walk away from the hornet during this time to avoid an attack. All other crowdsEasyEasyYarzon, Sprite – ProximityOthers – SightMost from these crowds do not threaten except for the damage caused by the car attack damage. Alicanto This boss is similar to a 1-10 boss mechanically, it just hits a little harder. Tank and whip! –Floor 111-120- These floors can actually be quite scary, especially for a solo. Watch out for cokes – both traps and patrols! Solo tips Be very careful with patrols. Gigantoad stunning can be random from time to time, and Labored Leap critiques can puncture you to more than half of HP. If aggro Gigantoad when fighting for something else, immediately use a constant magic potion and consider using witchness/steel. Also, the brackish drop of Deep Palace Nanka can shoot you with one shot if it reviews, so be very respectful of the occasional AOE. MobDanger Level (Solo)Hazard Level (Party)Aggro typeNotesGigantoad (Patrol)CautionEasySightCasts Sticky Tongue followed by Labored Leap, which can cause more than 6K damage. Sticky Tongue willSTUN you for 5 seconds if you're in range. Be very careful with these alone, especially if you have other crowds around you. LimaCautionEasyProximityThese Slimes causes a stacking physical vulnerability debuff (note, however, that they attack with magic). They can still explode, like slimps at 11-20, but it takes much longer. Cobra (Patrol)CautionEasySightSame cobrana 11-20, except that these poison you with Regorge with a significant amount of damage. Beware of the nastu trap + cobra combination! MorboCautionEasyProximity Starts the fight with an instant hard AOE that causes sleep and slowness, followed by Bad Breath. Recommended to stand in the melee area, so 1) it is easier to walk out of breath after sleep and 2) so that it can slap you with a car to wake you from sleep. All other crowdsEasyEasyPudding, Ochu, Seedling – ProximityOthers – SightMost from these crowds do not threaten except for the damage caused by the car attack. Boss: Kirtimukha Tl'dr – avoid AOE's, kill es. This boss is mechanically similar to the one on floor 20. The rotten stench is now one shot, so make sure you avoid those electrification AOE's. The easiest way to deal with more of the wedding is to stack up the boss and get some spam Lust auto counter-car attacks. –Floor 121-130- The dullest floors ever IMO. MobDanger Level (Solo)Danger Level (Party)Aggro typeNotesMintotaur (Patrol)CautionEasySightCasts 111-Tonze Swing, Unenacapsured Point Blank dealing with a reasonable amount of damage and kickbacks. It can be stunned. Skatene (Patrol)EasyEasySoundEasy but noteworthy. Will throw Chirp who puts on a put Sleep 15 years old. Easier to deal with alone as it knocks you back awake, but beware of sleeping while other monsters throw their AOE skills. All other crowdsEasyEasyUrolith, Wivre – ProximityDullahan (Patrol) – SoundOthers – SightMost from these crowds do not threaten except for the damage caused by the car attack. Alfard Tl'dr – stand on its side, come on, fire, ice, fire, ice, then run to the middle. Similar to the F30 boss, except this time it throws Fear itself much faster. Run into the middle immediately after the second ice ball and make sure no one stands in the middle until then so you can't get there. –Floor 131-140- If you thought the last set was a bet, well, these are even worse. At least the boss is fast! Solo tips Be well aware of the patrols here – petting your ass when you're busy with other crowds can lead to death. MobDanger level (solo)Hazard level (party)Aggro typeNotesAhriman (Patrol)CautionEasySightCasts Level 5 Petrify, unentered cone AOE. This causes a 15-second petraus that is immobile and can easily lead to death alone. Not all other crowdsEasyEasyHecyeyes – ProximityOthers – SightMost from these crowds poses a threat except for the damage from the car attack. Boss: Ah Puch (Solo Video) Pomander of Resolution's Heavenly Judge skill will deal with 30,000 damages (with Strength) to this boss. If solo, strength + steel + resolution is recommended. You don't have to use Steel, but that makes it much safer, and if you don't steel, you may have to skip the change hallway through popping a fast sustainable drink before opening a new resolution. –Floor 141-150- Things are getting tighter here. You can stop big bets, now... Solo Tips Gargoyles is hurting. Seriously. In general, you need to float like crazy or use a durable drink to deal with their damage. It can be even worse with gloom, but since they are visually based, you can avoid them if necessary. Patrols are also becoming more and more frightening. Especially if you already have a crowd like Gargoye, you don't want Manticore jumping on you too. They fool themselves with damage, make their automatic attacks more than 3,000, and they have a non-telegram slasher claw AOE that can almost one shoot you with criticism. If you pull more than one demon for any reason, consider using witchness so they don't get mad. MobDanger level (solo)Danger level (party)Aggro typeNotesDemonCautionEasySightCasts Charybdis if it is not killed in time, which raises your party to 1% HP. GargoyeCautionEasySightDeals large amount of DPS for its poison and cleave attack. It is not easy to participate alone without a continuous magic potion and/or Steel.Manticore (Patrol)CautionEasySightWill pushes itself with a physical damage brush and uses a Slasher Claw, front AOE, which can hit quite hard. Walk away or behind it to avoid this. Wraith Wraith I don't mention wraith patrols in the '40s or '90s (which are the same mechanically – they threw a huge AOE, Scream), that's when they start to become a problem because it takes longer to kill them, and they can spell problems by forcing you to walk into rooms to avoid an AOE where you might aggro other crowds or step into a trap. However, you can stun or silence them. Not all other mafiasEasyEasyPersona – ProximityKeeper (Patrol) – SoundOthers – SightMost from these crowds pose a threat except for the damage caused by the car attack. Boss: Tisphone (Solo Video) This boss can be quite difficult for melee, but much easier for ranged classes. Tl'dr - kite and kill a zombie for more (don't let them touch you), succubus add is optional Notr id kite to avoid the telegraph, there are a few things to watch out for this boss. After another Call to Darkness, For Me, he invites 4 fanatical zombies to every corner of the room, each on top of one person. These will crawl slowly for you and grab you if they get close enough. If you get caught, you're rooted until the zombie's dead, which could get you caught in the deadly AOE. These zombies are weak for air magic, and they can be one shot on one Veraero from the red magician. This boss also invites a fanatical sub at some point, which does quite a lot of damage to its cleave and auto counter-car attack. It has 60,000 health, and I want to ignore it (you usually have vuln stacks in the boss, so it's better just to hit it). If you don't kill it, the boss will eat it, restoring 60,000 health. Soon after, the boss throws out the global AOE Blood Rain, which handles 13K damages without Steel. Heals it as needed, and then the attack pattern starts over. –Floor 151-160- You're let into the promised land that drops the gold-cut bags (and it's really beautiful). There aren't many crowds of note here, but that doesn't mean they won't. If you haven't checked how to cope with decoy traps, now is the time to do so. Now there's also a time when soloing mimics a non-healing category (i.e. a non-RDM/healer) becomes scary unless you float like crazy (consider using steel if you find one). Solo Top HP. This is the time I would start trying to walk on the side of the rooms (if you've always done that, good for you! Personally, I'm too lazy to stay on the sidelines beyond the age of 151). Most crowds can be killed without constant potions, but always remember those who can pack a punch (puddings, pots, etc.). Be very careful with patrols – maroliths can be quite scary with a double car burst. Also be careful with your car counter-car attacks when Devil uses Ice Spikes, as each of them will hurt you like 6K damage. Also it really helps to stop skipping your face! Kite mobs whenever you can significantly reduce the output of their damage, tracing your steps down the corridors in the start room. However, be very careful not to using other crowds as you float back! Watch this video, for example, on how to float large damage mobs. Food Don't you use the food yet? Now is a good time to start! Look for HQ food with +5% vitality, which is an extra –800-900 health for RDM! Secondary stats aren't as important, especially since criticism/DH are fundamental values, so technically DET is better, but through my experience I didn't really notice the difference. HOWEVER, HEALTH REALLY HELPS! MobDanger level (solo)Danger level (party)Aggro typeNotesPot, Deadeye, Pudding, Marolith (Patrol)CautionEasyAll but deadeye – ProximityDeadeye – SightHas a cleave/double cartack. Be careful with their puncting damage and, if necessary, use constant herds. Not all other mobsEasyEasyArch Demon (Patrol) – ProximityOthers – SightMost from these crowds poses a threat besides the damage from the car attack. Boss: Totesitter (Solo Video) Although mechanically similar to an F60 boss, this can hit like a truck. While you can solo it without steel (at least with RDM), I really recommend using steel for this boss and beyond. The leaking puss created by the hail of grief hurt like crazy, over 5,000 damage if you eat a tick. Other than that, make sure you're not hit with an exploding ball on the edge if you're almost one shot. –Floor 161-170- Again, not many noteworthy crowds, but certainly a lot that hit like a truck. Now is also a good time to start remembering which crowds aggro according to seeing the verses of the movement... Solo Tips Nothing too loud here, but remember the crowds that aggro on the move (e.g. no sneaking around them). Wivres, Triceratops and Cocs are the most threatening crowds here when it comes to DPS – definitely use a constant drink if you pull one of them, and again watch out for these patrols! If you're playing RDM/Healer, I recommend Surecast to make sure to improve, as their double car counter-car attack can often interrupt your cast. Maintaining a magic potion doesn't always save you – remember those non-object floors! Speaking of floor debuff, Gloom/floors get pretty scary here too. I would avoid those double-car-like crowds (Wivre, Triceratops, etc.) Under the gloom, but if you need to kill them, be very timely to improve or consider using steel if you really want to be safe. MobDanger level (solo)Danger level (party)Aggro typeNotesWivre/Triceratops/CrocCautionEasyWivre/Triceratops – ProximityCroc – SightThis is cleave/heavy cartacks and they are very punctured. In addition, Wivres and Triceratops aggro in motion, so you can't sneak up on them. Not all other crowdsEasyEasyDiphocaulus, Pteronod – ProximityOthers – SightMost of these crowds pose a threat except for damage caused by it. Boss: Yulungu (Solo Video) This boss is similar to the F70 boss, except for a puddle of water Push it and physically damage it. The tank should pull this boss slowly into a circle around the map, making sure you move it away from every Douse punct it creates. Solo tips: Save sprint/backstep talent for the first Heavy effect, which is used with a low yield, as you need it to avoid the upcoming Electrogenesis AOE. (sprint when the Heavy have about 7 seconds left). –Floor 171-180- This is where you start to find scary crowds, and a boss that many new parties are wiping into. Solo Tips This is the first set of layers where time begins to become a real constraint on the preservation of objects. However, the next series is INCREDIBLY difficult, so storing the full amount of goods is highly recommended. You may have to use Steel to get into the inevitable sasquatches - although they are wallpaperable without it, one criticism of Browbeat and you get close to 1-shot. If you decide to save steel, DEFINITELY there is lifting active and be very on-point with improving. Remember also the floor effects. HP Down Debuff is very scary here because it makes it much easier to get one shot of something Sasquatch. If it's HP Debuff + Gloom, stay away from a double car counter-car attack or consider using Steel orRage to get through the floor – or, of course, Serenity. If you really weigh over 190, it's very important that you go over 181 with as many steels as possible. As such, you should consider saving Steel just for the boss. However, sometimes in your path there can be a sasquatch that needs to be killed - here you use an infusion of vitality. Warning: this will cause your Max drink to cool down for 4.5 minutes. However, for the next 30 seconds, you will have about 2k more health, which is enough to cope with eyebrow criticism + automatic combination (if not also automatic criticism!). You still have to be very careful to get better, and again, I would have Raised active if you get double criticism. You really want to enter 181+ with all 3 Rages, but depending on the time limits, you may find yourself using it earlier. Assess the situation and decide if you need it MobDanger level (solo)Danger level (party)Aggro typeNotesBandersnatch, LionCautionEasySightThese is a cleaves/double autos. Be careful when solo. Wolf/ScaryEasySightHas cleave, which applies Frostbite, a powerful DOT. Get Esuna/Remove Ready to remove this from the one that gets hit by it. It's possible to solo RDM with kiting and spam a lot of time to buy time to heal, but still – just try not to pull one of these. Wisent (Patrol)CautionCautionSight Although these are easy to kill, they have a DPS scan where if they are not killed in time, they suck everyone in, apply VALTAVA heavy debuff (such as 95-99% slowly) and do a stomping that takes care of about 90% of the health of DPS and Paralysis. Be careful if you drag more than one At the same time. Snowplops (Patrol)CautionCautionSightHas 2 single shot skills without telegraph – Glower and 100 tonze swing. Glower is the frontline AOE, which is cast almost immediately after pulling, and the 100-tonz swing is a point-blank AOE (so walk away from it). These can be stunned. SasquatchCautionCautionProximityTe aggro in motion, and they have two skills that they throw when they don't fight - Pipe Banana and Chest Thump. The ripe banana gives it tremendous physical damage, and then it continues to throw the breast tassle many times, sharing AOE damage to anyone within a one-room radius while spreading stacks of physical vulnerability. Do not fight the crowds near rooms with Sasquatches. NEVER pull a sasquatch that is polished, or else you'll be one shot – always wait for the bus to wear out. Highly recommended to use Steel if solo, as Browbeat crit makes 13K, 1 shot you if paired with a car set. Deep Palace birdCautionCautionSightThese does a fair amount of damage to its shnelaces, but you have to be wary of their apparition ability, which is AOE, which causes confusion. Fighting these for a while, they throw a tropical wind that gives them a huge speed and damage enthusiast. During this time, they spamRevelation exclusively (you might still get car-to-car fakes in the melee zone), where each is pretty guaranteed one shot. You can stun the buff or remove it slowly. AnzuImpossibleCautionSightHas cleave, which applies DOT, and convulsions Flying Frenzy, which targets a random party member dealing with massive damage, stuns and applies vulnerability to the AOE around that member. Split up. Don't even try to fight this solo. Not all other crowdsEasyEasySightMost from these crowds pose a threat except for their car attack damage. Boss: Dendainosune (Solo Video) This boss is similar to the F80, with a few key differences. First it throws Charybdis twice in a row, so there are tornadoes everywhere. Trounce isn't one shot, but it handles about 13K damage without Steel (it CAN criticize! Watch out!). However, Lightningbolt (frontal conal telegraph) one shot DPS without steel, but... What will DPS do without Steel in front of the boss? The hardest part about this boss is when it drops below 17%. It spams an eclipsing meter over and over again, and the casting time is much faster than the F80's – meteors strike down 80% of everyone's maximum health every 9 seconds. Therefore, it is smart to use Lust for about 50% to ensure that Lust debuff is in the combustion phase (wait until 30% solo). Save your LB2 for this (TANKS, DON'T EVEN THINK TANK LB AS IT DOESN'T DO ANYTHING). If you don't trust your party's DPS, RDM/Healers is preparing for an intense solo! Use only encourage and heal yourself twice meteors, while squeezing as much DPS as possible. Never stand in a melee zone in front of the boss when it convulses meteors, as it will cause the car to counter-truck you between meteors, as if you do so, in which case you will fire in one shot (example of a video) Solo tips I assume you're RDM if you're going to figure out this solo – it's pretty simple when the boss comes down, just do something like Vercurc + Verlightning, Vercurc + Veraero. That's it, that's it. Also consider not using cravings for this boss if you have the time. With 3 cravings available for a 190 boss, you can save steel, which is incredibly valuable. –Floor 181-190- This is probably the scariest floor set when it comes to the skills used by the crowds. Don't even try to deal with the tempering tar on these floors – let that hitter die! In this set, positioning and awareness are key. With Chimeras (Garms) on patrol, you and your entire party must be in the right position to avoid unwanted patrols while fighting other crowds. Pulling two dangerous crowds at the same time leads to a quick wipe! Solo Tips Luckily, especially on your own, many scary crowds aggro only through sound, which means that if you turn on the walk, you can literally walk through them/right in front of them and not aggro them. On floors 187-189 there are a lot of crowds that are impossible/scary to kill (the best option are worms, nails, archoosaurs and coats of arms, the first two are just killable with steel), so consider saving flight/fury to bypass these floors. Also consider the changes to create more crowds to kill (copiers can be killed without steel if you float and play carefully). Serenity? (and other floor effects) No stuff? No thank you! When you get a floor of non-items, REALLY CONSIDER using Serenity. Even easy crowds like Wamoura (a patrol with a telegraph) require a lot of self-improvement, which in turn pulls the floor on for many more precious minutes (time is the ultimate constraint for this series). 181-183 no objects or gloom: You can survive probably, it's not that bad, just pick up those grenades/Wamouras (El Wamouracampall!). I'd stay away from Sprites. 184-186: No items or gloom: Measure your remaining time and determine whether it is really necessary to use the object to bypass this 187-189: no items / gloom / HP down: NOPE NOPE SPEED. I recommend that the flight be active on these floors (e.g. use flight 186/187/188) - the later the better (or all 3 if there is. See the section below. 187-189 These layers need their own special notation because they are disgusting. You literally don't have the crowds you can solo without poms, except Garm. Here's how to handle these layers: Floor 186: wealth in advance if you still have some, as well as change (mimicry/mandragoras drop more coffins) Layer 187: Use vision/security (optional but Use another change. Floor 188: Same as 187. Do you still have another rage? Use it for 189 if you have 3 CRAVings or if you are running out of time. If not, use a flight/change. Floor 189: If you have Rage, good for you! Your life is easy. If you don't, then your other option is to take advantage of the flight and find 3 mafias to kill. With the changes, the options are Garms/Mimics/Mandragora (as if you could ever get Mandragora to know RNG here). If you need to, use steel – ONLY if you have more than one – the left over time of steel will leak to the boss, who for the most part requires 2 steels. Depending on the time, you may have to use your Rage. I've made it to 190 with all three rages. I was flying on every floor from 187 to 189 and killed the copykeys to open, and even got bonus steel to kill some archoosaurs. MobDanger level (solo)Danger level (party)Aggro typeNotesWamouracampal/ archoosaurCautionEasyWamouracampa – SoundArchoosaur – SightHas a cleave or double autoack. Can kill a non-container with criticisms, even with a point improvement + maintain a drink. Be very careful and consider using Steel. Wamouracampas aggro sound and are blind, so you can walk to avoid them. Wamouracampat, when equipped, are not so bad, but I would try not to pull the archoosaurs unless they are. Claw/ScaryEasySightWill sucks up a random member and stabs them with a reasonable amount of damage. There is also a targeted AOE Tail Screw that deals with damage and applies slowly. It must be killed alone with airpavel/RDM if you use Steel.Worm/ScaryCautionSoundRandomly hits people within half a room with an instant AOE that deals with a reasonable amount of damage. It has a double automatic and DPS check (about 30 seconds) in which it sucks everything in and causes 20,000 damage. It's possible to refuel this and then heal it through as a pouer/RDM with steel, but with criticism you're dead. These aggro with sound, so you can change your walk to avoid them. Crawler/ImpossibleCautionSoundThese is an instant conal AOE outbreak attack that deals with 7K damage (on top of their 5K car counter-impact) and applies a strong slow effect. In addition, they have an instant cone AOE poison attack that ticks for 3K to damage the tick. Spread out when you fight these and prepare Esuna. These aggro with sound, so you can change your walk to avoid them. Flood Dragon/ImpossibleCautionSightThese is an instant circular AOE eruption attack that causes a very powerful DOT similar to indexers. Get Esuna/Erase ready and spread so that several people don't get hit. Garm (Patrol)ScaryScaryProximityAggros on the go and has a one-shot talent arsenal. The two main skills are the voice of Pass and the voice of the Dragon. Ram is a point-blank AOE, and Dragon is ~3/4 room AOE with a safe place in the middle. When you see Ram channeling, run away, and if you see Dragon, Dragon, Inside. These can be silenced. Note that in my experience, people get ram 10x more often than Dragon when Ram throws faster. If you're adept at dodging these mechanics, these are actually the easiest crowds to kill alone 187-189. But PLEASE NOTE that they can counter-car-using the criticism of 10,000 damages! All other crowdsEasyEasySprite – ProximityOthers – SightMost from these crowds poses no threat except for the damage caused by the car attack. Boss: Godfather (Solo Video) This boss is mechanically similar to the 90 boss, except for the colours turned around. This means that you kill the BLUE bomb when it spawns (Remedy Bomb) and you push the RED bomb into the boss (Lava bomb). Please note that if you are struck by a blue bomb explosion or Sap, you will be caused by Deep Frozen and likely to die if you don't have Steel. This boss's cleave Scalding Scoulding can hit very hard (12K without steel), so if you refuel in the non-tank category or solo, you need to have good timing to improve to stay on top for incoming shoelaces. Solo tips Did you get here without Steel on 189? Excellent! If you have 3 Lust pomanders, consider using all 3 – if things go right, you can quit the boss with just one steel. Remember, don't OPEN WITH LUST. The boss splits right now and you can die before you get the stacks off. The boss's rotation has a window where he throws 2 saps in a row – it's the perfect time for Lust. Learn more about the solo video. –Floor 191-200– Home match! Hopefully, you saved some security/attractions to remove/uncover all the traps on the later floors or have backup raises to deal with any decoy traps. These crowds aren't as scary as those 180, but that doesn't mean they won't hurt because some of them actually pack punch. However, you can use Resolution to kill most of the crowds on this set with just 3 hits! Note that almost every crowd in this set aggro on the move, so there is no way to sneak around them. The guard patrols with a voice, so you can stand still or walk to avoid them. This is important because they crashed like a truck. Again – even though the crowds aren't mechanically difficult – they hit really hard. You have to be on top of you and watch out for patrols all the time to make sure you don't fight two at the same time. Anything that is cautious + (except the Wraith) is impossible without Steel alone, in fact... Solo tips If you have the wealth, open it as soon as possible. The idea to clear is this: 191-193: Do not use poms. Pick up mummies, traps and dragons. Note: Be very careful when fight mummies/dragons or anything else, no room for a kite. You have to be good. If you have to stand still and fight them (e.g. if Iron Corse patrols roam nearby)Pay close by Iron Corse patrols that can shoot you right now if you kill them. If you pull one by accident, you need Steel/witch/pray to RNgesus that you don't get any criticism. There could be crowds you can't sneak around. If you have to fight, use force and steel. You always want the Force to be running if you are going to open the steel to make it as efficient as possible. Empyring 194+ depends very precisely on how many steels you have. 197+- If you have flights, use them before this set. You can cheese mobs in resolution (takes about 3 hits - Gourmands and wraiths can be stunned), although this can be dangerous if you don't have Steel active. Killing the Mafia quickly in resolution can help you better use your precious steel time – and of course don't forget the timer! Even though there's no boss, the time is short. Check out the solo video link below for a visual referencel 191-200 Solo Video MobDanger level (solo)Danger level (party)Aggro typeNotesMummy/Trap/ DragonEasyEasyProximityTrap – SoundEasiest mobs pick up on the lower floors. Note that unlike any other dragon, the dragons of this set aggro on the move. Their Evil Eye (red-eyed mechanic) is one shot, so be sure to look away. Hippogryph/Corse/GourmandCautionEasyHippogryph – SightOthers – ProximityThese hit really hard or crazy damage, you don't even want to fight them alone. They also throw a doughnut-shaped AOE Death Spiral, which causes about 20,000 damage to anyone who doesn't stand next to it. NEVER PULL THESE WHEN THE WRAITH IS NEARBY. WraithCautionCautionProximityThese throws AOE rooms on the other hand at you, which one shot anyone hit (for the most part). NEVER pull a knight when one of these exists because their AOE/accursed Pox fills a Death Spiral doughnut, leaving you a place to escape. KeeperScaryCautionSound/unique special of these apart from the fact that they are the highest DPS monsters here. Apply so that you do not take unnecessary AOE damage, or avoid them completely by walking when they are nearby. And the ultimate boss is... fire crown/glass pumpkin! Congratulations to the end! I hope this guide helped guide you or your friends to empty 200. ^^Publicerad av Google Drive–Anmäi omlitäten använing – Updateras automatiskt efter 5 minuter

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