



Uber lab izaro guide

Welcome to the guide's exile. In this guide we are going to take an in-depth look at the maze, discussing what is in it, how to go about how to finish it and what are the real rewards for doing so. Before I started this guide, I'd like to give great thanks to PoE Lab for all the work they have done and do every day in the labyrinth. They work to update information about not only the content of the maze, but the daily layouts of each difficulty labyrinth. If you don't check those who are already going for more than Now let's challenge Izro in his labyrinth. Ascendancies exile path is a very large and dense passive tree that all character classes begin. Each character classes begin. Each character classes to each node in this tree and can be around it the way they like it. However, by introducing a maze, each of these classes now has a subclass specialization called Ascendancies. Each class has 3 ascension class options to continue power and define this class, aside from Scion, which is 1 ascension class options to continue power and can strongly dictate the playstyle character. Each character class can choose one of these Ascendancies and get Ascendancy points is to complete the maze located in Sarn Camps Act 3. Overview Labyrinth is a special dungeon type that holds the altar of ascension and guarded by many dangers, including traps, monsters, puzzles and chief boss, Izaro. Izaro designed and guards the maze, you need to cross it in one attempt. There are no road points or checkpoints in the labyrinth, and you have only one life in this area, even pornography. This means if you die or teleport out, you have to start the maze more. The main reward is the Altar ascension Points. You will only have to make your class choice on your first labyrinth run. For the remaining 3 labyrinth difficulties, you will get 2 ascension points for the first time touching the Altar, for a total of 8 ascension points. But after completing the maze of your Ascendancies, why do it again? Well, there are many other rewards that are found and at the end of the maze. You can find valuable labyrinth uniques, Treasure Chests packed with loot and powerful enchantments in your gear! These will be discussed in more detail at the end of the roadmap. 4 difficulty labyrinth unlock at various points the main story and endgame mapping system shown in the table below. Labyrinth Level Unlock Normal 33 Act III Merciless Act VII Eternal 75 Endgame Maps In General, recommended to outlevel and gear all labyrinths with certain levels as they may be harder than zone level gives way to. We will discuss defensive and offense strategies in a later guide. They are available through a portal to Aspirant's Plaza using the green icon at the bottom of the road point map. Once inside, you are able to choose which of the four labyrinth difficulties you want to perform if you have completed previous labyrinth trials and the difficulties, with the ultimate labyrinth of difficulties, with the ultimate labyrinth of difficulties, with the ultimate labyrinth difficulties, with the ultimate labyrinth of difficulties are 4 labyrinth trials and the difficulties requiring a map known as the Offer Goddess. The maze consists of many different interconnected number types that can be seen from the map pedestal within the maze. Each of these rooms has a base tile and their layouts are randomly generated, similar to other areas of exile, but now with traps and labyrinths like gauntlets overcome. However, every day the maze has a new room layout. This means that the high-level room layout that can be seen from the map pedestal has been recovered, bringing together all the new challenges over the previous day. This new layout is the same for every labyrinth of difficulties in all leagues and players. This allows players to master the daily layout of the labyrinth and run it several times in the chamber for ascension rewards or labyrinth racing rewards and leaderboards. The labyrinths of lower difficulty will have a shorter and simpler layout. As you venture into the labyrinths of higher difficulty, the layouts will become longer, adjusting more space. Before you can enter any of the labyrinth difficulties, you must complete trials & amp; amp; Trap Types Trials & amp; amp; Trap Types Trials & amp; and the maze. They must be filled in before you can enter the maze, but only fill once in one league. This means that you can complete them once for one character in the league and never have to carry them again. Here are the main studies on the story level 1The Chamber Sins, Level 2 Act IIThe CrematoriumThe Catacombs Imperial located in the following areas: Act Gardens Cruel Maze has 3 trials located in the following areas: Act VIThe Prison Act VIIThe 1 Prison Act VIIThe 1 Prison Act VIIThe 1 Prison Act VIIThe 1 Prison , 2 . Level Cruel Maze 3 trials located in the following zones: Act VIIThe 1 Prison , 2 . Level Cruel Maze 3 trials located in the following zones: Act VIIThe 1 Prison Act VIIThe 1 Pris as much damage in the EU) so stacking more life will not increase your survival against them. These traps include the following: Spike Traps - These traps stem from a small square, either with a timer or a pressure plate that cannot be crossed until they are up. You can tell if the spike trap is a pressure plate, looking for a small green circle in the center of the spike trap. Sawmills - These deal in large amounts of physical damage over time, killing the unprotected player after 2 seconds of full contact (50% of life per second). Sometimes these blades can be stopped with levers or switches. Spinning blades, these traps, such as saw blades, follow a certain path and reverse when they reach the end of their path. As with sawblades, these traps can be diverted from one track to another using levers or switches. Furnace Traps - These traps heat the floor with lava at a certain time interval. This trap deals fire damage over time and can kill flask charges. Blade Sentries – These are circular bladed spacepas that follow a certain path, either linear or cyclic. Again, these traps deal in physical damage over time and can kill a vulnerable player after 2 seconds of contact (50% of life per second) t. The unique part of these traps is that they deal more damage closer to the center of the guards. There is no way to stop or redirect these traps. Dart traps – These traps are always fixed, either on the wall or pillar, and fire darts on the timer or when the pressure plate is started. These darts deal in physical harm (20% of life) and apply poison, slowing the player's movement speed. The curing flask will remove the poison and slow down the effect. Even if these traps deal damage based on the percentage of your maximum life, they can be mitigated with any protection that mitigates physical damage, fire damage to furnace traps or life regeneration damage to time traps. This includes defenses such as basalt flask or endurance charges. Armor, Arctic armor and Fortify will only work against traps that hit, for example, or darts. When crossing a saw jet, the spinning and Blade Sentries, you want to walk or move skills in the opposite direction of them to reduce the amount of damage that passes through them. Usually you can follow behind them and quickly cross them when they reverse. You can also use motion skills that cross gaps like Flame Dash or Leap Slam to completely avoid most traps and skip many paths. the cards and accidentally spawned in them. These trials are much longer, have many rooms, are harder than previous studies completed in the story areas that you have to touch to complete the trial. However, this time, by touching the plaque, you will also receive a donation to the goddess. Uber labyrinth, unlike previous labyrinths, requires an offer of goddess card key to enter, as mentioned above. Unfortunately, not backing up protection and finding all 6 unique Eternal Lab Trials can take a very long time. Fortunately, if you are very unlucky, you can join Global Chat 820, a typing/global 820 where players share league problems and maze trials with other players. In eternal lab studies, like the main story studies, each house has one type of main trap, as well as a small selection of other types of traps. Eternal Lab studies include: Trial Piercing Truth - Contains Spike Traps Trial of Crippling Grief - Contains Sawblades Trial Swirling Fear - Contains Spike Traps Trial of Crippling Grief - Contains Spike Tr Instilled Pain - Contains Blade Sentry Traps Trial of Stinging Doubt - Contains Sawblades Trap Now, these attempts also introduce new ranch trap types that exist only in the Eternal Lab. These Sentry Traps include: Endless Drought – Removes flask charges. Endless Hazard – Casts several laps for dealing with physical harm equal to 20% of life + 12% of the EU (if the EU is to protect lives) if movement skill is used. Damage can be mitigated, but cannot be avoided. Endless Healing – Casts an aura that increases the damage by 50%. Endless Healing – Causes Bleeding. Unending Fire – Casts Fire Nova. Unending Frost - casts Ice Nova. Unending Lethargy -Casts Time Chain aura. Unending Storm - casts Shock Nova. These shrunks can be destroyed to temporarily disable them, making through as they can make crossing traps very deadly. Layout As mentioned above, the maze consists of different numbers that are interconnected. The main high quality Layout and space interconnections labyrinth will be the same for everyone on the labyrinth of difficulties. However, the inner space and trap layouts may vary in each labyrinth of traps or make a slightly different pathing to reach the end of the room. The first time you enter the maze, you will be able to view the map of the maze, displaying number types with icon, number connections using interconnected lines and your current discovery for all these numbers. When entering the room for the first time, connections will be discovered that lead away from this room, informing you of possible paths that can be made to continue through the labyrinth. Some of these numbers will be discovered that lead away from this room, informing you of possible paths that can be made to continue through the labyrinth. map. So, let's take a look at all these types of rooms that they contain and what you want to look after. The basic room types and names of the base rooms are displayed as a simple gray circle on the map and do not contain anything to be completed for the progression of the labyrinth. These can be either indoor or outdoor layouts containing monsters and possible puzzles. These rooms, as well as all other types of numbers, also include basic names that you can read before you enter them. These include: The Basic Space Annex Enclosure Means that the next area at this entrance is deadlocked, with no outgoing connections on it. Atrium, Halls, Trails and fragments mean that the next zone at this entrance is an area with outgoing connections and continues to develop through the labyrinth. Aspirants Trials are the rooms where you encounter and fight against labyrinth boss Izaro. Now that we know what basic space names we want to enter, let's continue looking at the specific types of rooms. The golden door and keys to the Golden Door room contain a golden door that must be unlocked to continue moving through the maze, and is indicated by the Golden Door icon on the map pedestal. There are some labyrinths that you can bypass these doors through the secret passage or other stalls in the room, but this is not always the case. To unlock the Golden Door, you will need a Golden Key. The memorial to the Golden Door room is usually the Golden Key room, depicted with a Golden Key icon on the map pedestal. Sometimes there is no Golden Key room, and the golden key rooms are always a dead end of the room type and form a square or model, where in general you are on the way with a clockwise pattern around the room to get to the Golden Chest containing the Gold Key. Once you have a golden lock, you can simply go out by continuing the clockwise pattern, pulling the lever and bringing you back to the entrance area. You can return the gold door and go through it with the Gold Key in your inventory. The silver doors and keys to the Silver Door room contain silver doors that can be unlocked to allow access to various prizes. It is not necessary to move through the maze, and is indicated by the Silver Key numbers are marked with a Silver Key icon on the map pedestal and vary in layout than the Golden Key room. They can be regular aisles in the room or in a dead end room. Silver Key chests can be anywhere in the area and are always protected by the trap gauntlet that you have to fill to achieve it like the Golden Key Chest. Now what is the incentive to get these keys and open this door? Well, behind each silver door is the imperial vault chest, which can contain different sets of loot: Lynx Chest Word Contents Emperor's Vault Option spawning a random loot kit that is partly equivalent to the Ascend Treasure chests in the House of Which (They contain items similar to strongboxes such as Arcanists, Craftsmen, Jewelers, Gemcutters, Gemcutters with precious superior or spoiled Emperor Gear with Sacrifice Pieces) which the veneer of the loot will be differently run in a labyrinth So revising the same Silver Door can cause various loot the next time through the labyrinth. The forgotten Reliquaries Forgotten Reliquaries Forgotten Reliquaries that can be used during battles with Izaro to unlock some buffs that he reaches. These numbers are marked with a circle icon on the map of the pedestal. As with the Golden Key room, these rooms are usually a dead end type, and the player usually has to follow clockwise to reach the decorative chest containing Reliquary. Sometimes they may be on the maze, they simply make the fight against Izaro easier. Aspirant's Trial Room is where you encounter and battle Izaro, and is indicated by the Skull on the map of the Pedestal. There will be a total of three of these rooms throughout the labyrinth, with each court getting harder than the last. In the first section of the room you will be a total of three of these rooms throughout the labyrinth, with each court getting harder than the last. In the first section of the room you will be a total of three of these rooms throughout the labyrinth, with each court getting harder than the last. swap the flask from your bar. This room also shows which buffs are currently running on Izaro on both sides of the stairs. First , you 'll need to there are no buffs for Izaro, and probably no more than 2 buffs in the last trial, depending on how you handle the battles. Puzzles and bulletproof gloves Puzzles and trap gaudus can appear in most rooms of the labyrinth, but always remain in this room as a whole in this day's labyrinth of daily reset. They require you to complete the switch puzzle, navigate a set of traps or escort the pillar to the end of its track. At the end of each of these puzzles and gauntlets is a locked space containing either a maze trove that works just like the imperial vaults, or a curious lockbox that always contains Treasure Key treasure chests in the Ascendancy Chamber at the end of the maze. Chests Name Contents Maze Trove Chance to Spawn Random Loot, which is partly equivalent to Treasure chests in the Ascendancy Chamber (They contain items similar to strongboxes like Arcanists, Craftsmen, Jewelers, Gemcutters with Superior Gems or Spoiled Gear with Sacrifice Pieces) Curious Lockbox Contains Treasure Key and Random Loot These Will These Lynx That Accidentally Per Run You Make So You Can Change Which Puzzle You Make Every Chest Run Type You Want to Get. It's always worth doing cheats in the Curious Lockbox to get more Treasure Keys than lucrative Treasure Keys than lucrative Treasure Chests in the ascendancy chamber at the end of the maze. There will always be a total of 2 Curious Lockboxes per maze. Darkshrines can be found hidden at small cracks within the maze, locked up with hidden switches. These are the various effects that can arise: Darkshrines that can give power to you or remove the deadly effects of the labyrinth. Here are the various effects that can arise: Darkshrines that can give power to you or remove the deadly effects of the labyrinth. Here are the various effects that can arise: Darkshrines that can give power to you or remove the deadly effects of the labyrinth. the additional use of the Divine Font (This shrine effect is not heap if gained again) To worthy to go to the bottom Izaro will drop 1 additional Unique Items on Death Reveal, located in Izaro will drop 1 additional Unique Items on Death Reveal, located in Izaro will drop 1 additional Treasure Shrine effect can stack if gained again) Movement breaks, tension mounts maze traps are disabled Aspirant's Trial Death will not expect to get permanent shrine Keys for death (This shrine effect can stack if gained again) Movement breaks, tension mounts maze traps are disabled Aspirant's Trial Death does not expect to get permanent shrine to death (This shrine effect can stack if gained again) Movement breaks, tension mounts maze of traps are disabled Aspirant's Trial Death will not expect to get permanent shrine to death (This shrine effect can stack if gained again) Movement breaks, tension mounts maze of traps are disabled Aspirant's Trial Death will not expect to get permanent shrine to death (This shrine effect can stack if gained again) Movement breaks, tension mounts maze traps are disabled (Heart hedder, blood thickens 50% reduced damage taken from hits from labyrinth traps50% reduced efficiency Damage time debuffs of labyrinth trap players Darkshrines will always appear in the same room for every labyrinth reset; reset; However, the consequences they give will be accidental on one run. The hidden bosses of Argus Argus are Izaro's pet. He can be found randomly during the merciless and eternal labyrinths behind special closed doors of any room type, from Aspirant's Trials. His location is not marked on the map, and it must be searched, but will always be in the same room for each daily labyrinth. He is a big beast that is immune to all Elemental Status ailments as well as stun. He can also infuriate himself by getting more damage and attack speed, making him very deadly. If you manage to kill him, you will be rewarded with another Treasure Key used in the Final Room. Make sure to be prepared and have proper physical damage mitigations for this encounter. It is advisable to look for Argus if you are farming for higher difficulty in labyrinths. Now finally enter the arena, and be rewarded with another Treasure Key used in the challenge Izaro. Izaro Izaro Izaro is located in the Aspirants Trial room and is the chief guardian and boss of the labyrinth. You'll meet him three times. The first two trials you battle regularly in the field only with him and the buffs that Izaro has activated. Every time you meet him you will remove 1/3 of his life. So, in the first Aspirants Trial you will have to bring him up to 66% in the second trial, all room traps will disable and no longer deal harm you. Izaro is very powerful with many weapons, attacks and buffs that he can use. It is important to note that Izaro deals with pure physical damage as a base and can deal with elementary damage if buffed by some mechanics, so don't underestimate his power. Weapons Izaro may have some variations of the weapons that will remain the same throughout the aspirant's trials and that difficulty in the daily labyrinth layout that day. These include: Dual Wield Swords if buffed by some mechanics, so don't underestimate his power. Sword and Shield Two-Handed Maul These types of weapons, he can carry. Regardless of the types of weapons, he can carry out the following attacks: I will provide an average base damage output for each move lzaro makes without buffs based on the Uber maze (level 75) as you can easily outlive and beat the story level of labyrinths. These moves may differ +/- 250 Damage from their specified values. Melee Attack - A basic melee attack with your weapon. Recommendation: This applies to small damage and can be tanked. Wields Physical Damage 1H & amp; Shield 2300 2H Maul 2500 coup - a melee attack similar to a player skill chunder that sends a wave forward damaging players to the line. Players hit by this attack cause a shock wave that killed the player a second time. Suggestion: Try moving left or right from this attack, so it doesn't spoil you several times. Wields Physical Damage 1H & amp; Shield 1500 Duel Wield 1500 Duel Wield 1500 Crasping - Izaro strikes the ground and channels, shooting spikes from the ground where the player stands. Spikes handle minimal physical injury over time and slow the player. Recommendation: Move out of this as soon as possible, preferably away from Izaro. The main concern about these spikes is the slowdown effect, not the damage they deal with. Leap Slam – Izaro leaps off the player, closing distance and dealing in the field to effect physical injury. Happens to Dual Wield Swords and 2 Hand Maul. Sword and Shield use Shield Bash. Recommendation: So far the attacks that can occur depending on his weapon type: Sword and Shield Radiant Slash - Similarly rearrange, Izaro winds his sword and slashes a projectile forward that deals with severe physical Damage Duel Wield 4000 2H Maul 4000 Here are special attacks that can occur depending on his weapon type: Sword and Shield Radiant Slash - Similarly rearrange, Izaro winds his sword and slashes a projectile forward that deals with severe physical Damage Duel Wield 4000 2H Maul 4000 Here are special attacks that can occur depending on his weapon type: Sword and Shield Radiant Slash - Similarly rearrange, Izaro winds his sword and slashes a projectile forward that deals with severe physical Damage Duel Wield 4000 2H Maul 4000 Here are special attacks that can occur depending on his weapon type: Sword and Shield Radiant Slash - Similarly rearrange, Izaro winds his sword and slashes a projectile forward that deals with severe physical Damage Duel Wield 4000 2H Maul 4000 Here are special attacks that can occur depending on his weapon type: Sword and Shield Radiant Slash - Similarly rearrange, Izaro winds his sword and slashes a projectile forward that deals with severe physical Damage Duel Wield 4000 2H Maul 4000 Here are special attacks that can occur depending on his weapon type: Sword and Shield Radiant Slash - Similarly rearrange, Izaro winds his sword attacks that can occur depending on his weapon type: Sword attacks that can occur depending on his weapon type: Sword attacks that can occur depending on his weapon type: Sword attacks that can occur depending on his weapon type: Sword attacks that can occur depending on his weapon type: Sword attacks that can occur dependence attacks that can occur depende injury. Recommendation: Move left or right of this attack before the swing takes place. It is a very long reach and will hit you if you try to escape from it in a straight line. Injury: 3800 Type: Physical Shield Bash – Similar to Shield Charge, Izaro charges up, goes against you, and then swings his shield at you. Recommendation: As with the Leap Slam, this attack is a for measly law. Try to move away from this attack to the left or right of his charge direction. Damage: 3600 Type: Physical damage. Recommendation: Move left or right of this attack before the swing takes place. It is a very long reach and will hit you if you try to escape from it in a straight line. Damage: 3800 Tips: Physical Two-Handed Maul Ground Slam - Offers an area injury directly in front of him, dealing less damage the further you have from the impact point. Recommendation: Move out of this attack as quickly as possible, preferably Izaro is back on the side. Damage center: 6300 Tips: Physical In addition to all these possible attacks that Izaro can carry out, there is also a green ghost goddess who lives on her back, carrying out attacks in unison. Her attacks in unison. Her attack is difficult to avoid because it can happen without notice. Try and move away from the barrage area if noticed. Damage: 650 Type: Fire Summon Guardians - Bombards random area, each explosion summoning skeleton. This attack is great because it does not deal very much in damage and allows players to refill their flasks. Teleport – In the third trial, The Goddess casts a green circle around Izaro and a random field trapped in the area. After the delay, anyone in the Izaro circle will be teleported to another circle. Suggestion: When you see The circle appears around Izaro, move out of it as quickly as possible to avoid being teleported to the trap. Buffs that you encounter with him. These buffs can increase his offenses and defenses in many ways, and will persist throughout the entire remaining trials if they are not destroyed or disabled. Leaving these buffs on Izaro does make him stronger, but they also reward you with an additional Treasure Keys, which he drops can be used to open a special chest at the end of the labyrinth. Treasure Keys and their value will be explained later in the manual. Now, let us look at the various buffs that can happen in izaro, along with possible relics that can be used on them, and what feels buffs are bundled with an additional Treasure Key. Again, as with the entire layout and weapons used by Izaro, these types of buff will remain the same throughout that maze of difficulties throughout the day. Charge disruptors Izaro will get a charge throughout the fight, which gives him more damage, speed and protection. He can reach a maximum of 10 charges can be removed using one of the three charge disruptors resulting from the pedatels. These charge disruptors have only one use and will take you time to use them to ensure that he ends the phase with the lowest fee. Relic: Cogs interference in \rightarrow the player to use the Charge talking line: At maximum efficiency. This buff is very dangerous when trying to ensure that he reaches full charge, and if paired with another injury buff, it can be deadly. Pipelines Three statues will appear from the pedestal one by one. Each type of element and resistance to their nature. You can temporarily disable them by clicking them. As with Charge Disruptors, you will have time disabling them with Izaro's health to ensure that they are disabled to continue meeting. Relic: Cube absorption \rightarrow the player to permanently disable the first wire they touch. Complete: This buff is considered complete as long as you don't unlock any of the Conduits. Izaro can reach his life threshold before all conduits emerge. Elemental essences of the Three Golem Elemental essences will appear from the podium in random order, joining the battle one after another. Each type of element will have one essence, each of them with its own abilities. They also give Izaro the ability to apply elemental status ailments that apply to their elementary type. If you kill these essences before they reach Izaro, they will not give him any bonuses and will not appear for the remainder of the trials. Relic: Orb elementary dispersion \rightarrow first essence that a player loss will be immediately killed. Complete: All three essences have a link to Izaro or stay alive until the end of the encounter. Izaro can reach his life threshold before all essences will begin from the sidelines later in the trials and can be killed, and it will not remove the additional Treasure Key from Izaro. Fonts Three Fonts will appear from the room. These curses include: Elementary Weakness, Time Chains and Vulnerability. These fonts can be destroyed by damaging them, but when they are corrupted, they cast an authorized version of their curse on the player for 10 seconds. These curses can be removed by means of curse removal and immunity flasks. Reskt: Rod \rightarrow first font that player loss will be immediately destroyed. Finish: This buff is considered complete if none of the fonts are destroyed. Izaro can reach his life threshold before all fonts appear. Beware, these fonts can be very deadly if accompanied by other damage reduction initially, making them very difficult to kill. After a short time, they will activate and begin shifting the light to Izaro by giving him their respective buffs. At this time, they will be reduced damage reduction and are easier to kill. Three different Gargoyles are: Granite-infused \rightarrow Izaro gets increased damage reduction. Basalt- \rightarrow Izaro gets increased damage reduction. Basalt- \rightarrow Izaro gets increased damage reduction. none of the Gargoyles are destroyed. Izaro can reach his life threshold before all gargoyles emerge. Idols Three Idols will appear from the podium in random order, one by one and begin to charge up. Each type of element has an Idol, and as soon as they reach full charge, they will seduvel many delayed explosions of the respective element types on the ground. After they take this cast, they will return to low life, and start the cycle again. To the detriment of any of these idols will keep them from performing their casts. These Idols will need to be activated at least once. If Izaro reaches his life threshold before all the Idols are risen and poured out, this buff won't be complete. Lieutenants Three large skeleton Lieutenants will emerge from the podium in random order, joining the battlefield one after another. Each type of element will have one lieutenants will emerge from the podium in random order, joining the battlefield one after another. Each type of element will have one lieutenant, each with its own abilities. There are two melee lieutenants dealing with fire and cold damage, as well as a ranged lieutenant who deals lightning damage. These lieutenants do not give Izaro any greater powers, making them very easy to deal with and leave alive. Relic: Bane from a loyal \rightarrow first lieutenant player loss will be immediately killed. Complete: All three lieutenants show up. The lieutenants will begin from the sidelines in later trials and can be killed, and this will not remove the additional Treasure Key from Izaro. Portal calling Three portals will appear from the podium, one after the other. These types of sites will summon skeletal mages for different types of elements. Once the portal is destroyed, the skeletons no longer spawn. These sites do not give any more power to Izaro, making them very easy some defensive and offense strategies. Defense Recommended Minimum Life/EHP Values Maze of Life/EHP Normal 1000 Ruthless 3000 Merciless 4000 Eternal 6000 Ensure that your should be at least using a basalt flask on all characters. Granite flask is ok at lower levels (Normal/Cruel), but does not provide much mitigation as well, and should be considered if possible. Make sure you have the correct Motion Skill or Quicksilver flask to move out of it, handout attacks. These attacks include his Ground Slam, Radiant Slash and Leap Slam. These attacks can cope with deadly damage and should not be tanked unless you build it specifically tailored to this. If your defenses are weak or you don't feel comfortable with Izaro getting stronger, be sure to keep his buffs down by either deactivating them or destroying them. ALWAYS KEEP moving to avoid captured telegraph attack. Offense you want to try to get the injury to Izaro while he is directing the attack by making basic attacks or when you are out of his telegraphed attack zones. You can use pacifier totem or supporting totems such as Ancestral Totems to go to the maximum amount of treasure keys. This means you want to make all the puzzles and gauntlets for 2 Curious Lockboxes, Kill The Argus and defeat Izaro 's Buffs categories to ensure that you can complete Izaro fully polished. For the most part, getting 2 Easy Buffs or Easy and Hard Buff will be easy holding. Try and avoid making 2 Hard Buffs together because they together can be very deadly. Easy buffs Here are easy buffs Here are easy buffs to leave on Izaro: Lieutenants Calling Portals Idols Fonts - While you are using a curse remover and immunity Utility flask. Hard buffs Here are easy buffs to leave on Izaro: Gargoyles When you defeat Izaro, you will be awarded Key Treasure Keys from Izaro. Now that you have finally defeated Izaro and completed the maze, you will have access to the Ascension Chamber for your reward! Ascendancy Chamber Ascendancy Chamber holds not only the altar of ascension and stash, but treasure chests and ascendancy crafting table! On the Ascension Altar your first time through the maze, tapping the Altar Ascension points to spend in this class. For the remaining labyrinth difficulties, you will gain another 2 points for your first time through them by touching the Altar as well. Your ascension choice is not permanent and can be changed if you wish. If you want to change your Ascendancy points awarded to your Ascendancy class. It costs 5 passive compensation points to repay each ascension point, so it can be quite expensive. Your ascension points can be refunded when you reach the end of the labyrinth in the final room if you want. Treasure Chests of Treasure Chests of Treasure Chests located in the center of the room can be opened with the Treasure Chests of Treasure Keys that you have acquired from Izaro, Argus and Curious Lockbox. Each of these boxes is equivalent to a random Strongbox. This means that they can drop random loot, spoiled loot, jewelry, quality gems, cards, cards or pure currency! Some chests such as divination and card chests are limited to the endgame Uber maze. Sometimes chests can also contain 2 additional Treasure Keys! And in the endgame Uber maze, they can also drop another offer for the goddess, instantly making back their record costs! These chests make a great consistent currency return from the labyrinth, so it is always advisable to reach the maximum amount of keys from the labyrinth when farming it. Enchantments Finally, is the Ascendancy Crafting Table. This allows you to apply random implied enchantment to either your gloves, boots or helmet. You will be able to apply the following magic levels to some itembased in each labyrinth of difficulties: maze sorcery Tiers Gloves Boots Helmet Normal Tier 1 give a lot of different offensive skills to the triggers during the fight. They cannot be modified with sockets supported by gems and do not build by defining. Boot Enchants award a lot of useful offensive shart cause a hit, having not made any damage recently or having been killed recently. Helmet Enchantments is where the most powerful enchantments are. There are 3 different enchantments per Active Skill Gem or Aura in this game. Some are incredibly powerful, while others are pretty underwhelming, making for a massive gamble to try and get a strong one. The magic of pool gloves and boots is guite small, having only about 15 or so different, but the magic of pool helmets is over 300! This makes getting the desired charm very difficult. Even if it's tough to achieve a special charm, it's always worth taking a helmet to enchant when you can. Also beware that Enchantments will overwrite any indirectly! Spells will also increase the level of requirement for objects, where these items equip the level was below the level of the labyrinth where the enchant was performed. When farming the endgame maze, it is always advisable to use helmet. These bases and uniques can change leagues to the league, so be sure to keep an eye on what is used most often in meta builds. This also applies to the actual enchantments, where you will have to check what skills enchantment is most desired. Conclusion The maze is a unique addition to the exile toy style path and departure from its usual zone types, but offers a more unique, powerful and the definition of remuneration from it. You can get a lot of wealth with farming the endgame option in the labyrinth at the beginning of the league and have a serious chance to consider. As always, I hope you have learned a can or two! Thanks for watching and I'll meet next in exile. Exile.

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