



I'm not robot



Continue

Epic seven progression guide

Play Epic Seven for free on PC Reroll eclectic call either powerful 5* (Fieldride, Kane, Cez, Ravi) or Angelica work on silk and contact Lorena build a team of 50 level heroes spend all your heavens to call 100 times and pray to God you get at least 1 Kiris, Guard Taranor, and the Joker masterpiece searching for damage enhancement Main Dealer and Angelica to 6* Keris level to 50 for abyss floors 50 + budget building wyvern team: 6* Angelica, 5* Taranor Guard, 5* Alexa, 5* Ether Hi, I'd like to start by saying Epic 7 is a very beautiful and fun RPG and I haven't been hooked by the game in a long time. After a month of playing 100% F2P I wanted to share my thoughts on how to progress through the game efficiently. Most of this guide would be a common knowledge of veterans but I felt it would be useful to outline some milestones for beginners, especially with the influx of new players joining the

guilty Gear collab. Disclaimer: It will probably take longer than 30 days to reach the end of the game unless you grind as much as you did. I spent an average of 700-800 energy per day, buying energy with refilling the sky several times a day. The list of heroes of heroes is useful and relatively accessible that I've settled. Unfortunately I didn't call one Nat 5* champion of about 150 f2p pulls BTW. There are many other accessible heroes that can be used as well, and this is just an overview of the heroes that I personally have used in my teams. Free/Contact Heroes Of Angelica – Utility Level: SSS Yes, Angelica is a free champion. If you rerolling, it is 100% worth it to keep calling eclectic with Angelica and 9 pieces of garbage, she's good. Low cooldowns and smart targeting on her healing s2 makes it easy for her solo to heal most of the content. The permanent debuff immunity of your whole party on s3 makes sad bosses. Since Angelica scale healing skills with HP are a natural tank and both the processor and the role of the tank are handled by itself. Also, as an ice hero it's perfect for Wyvern Hunts, the most popular chase as it drops the most desired gearsets. Skillups – Update 0/3/5: If you keep a roll without Angelica, you can replace it with a suitable soul weaver (Montmoransi, Achats, Distina, Exercises). Montmorancy is the most direct replacement having the same element as Angelica but it needs to be a specialty changed to the angelic Montmorancy before it is comparable in strength to Angelica. Lorina – Utility Level: S hands down the best free damage dealer. Lorina, being a moonlight hero, has no elemental flaw so it is very versatile and usable in any content. Pure damage dealer, she doesn't bring amateurs or debuffs to the table, but that's fine as she hits like a truck. Lorina is also flexible with regard to equipment, being effective with life, attack, speed, or destruction kits. Gear flexibility is often ignored but it's a huge plus for the game's early progress when the hero can take advantage of unused elements (Abyss set comes to mind). If you plan to use Lorina as your primary damage agent, and level her to 50 as soon as possible to start her specialty change search (turns her into a Lorena commander), it takes a very long time to complete. Skillups – 0/0/3 Specialty Change Nings – +21, Got All The Ready Fighting Stuff and Double Silk Chance Attack – Utility Level: A easily second best dealer damage you can get from communications. The orange speed on the Allies and the speed down debuff on enemies is extremely useful. It's fragile but no surprisingly good damage due to its s2 and high speed. I've been silk in my party for a very long time, she's good for most content but doesn't contribute much to the abyss or wyvern/golem fishing. I kind of regret investing her S3 mola since I just used it in my arena team now but I can't deny that it was a very useful unit to progress through the game early. Skillups – 0/0/2 Yona – Utility Level: The Story of the Side D Cerma was perfect for completing the tasks of contacting Yona, unfortunately it turned out to be less useful than I expected. Without any fund investment, amateurs had only about 40% uptime that were still useful when playing manually but unreliable during the car battle. Long animation made her ineffective in farming and the harm of one low goal made her ineffective in killing bosses. Certainly not worth the transplant effort to contact her especially since Lorena uses the same stimuli for awakening and skill improvements. Sorry 10/10 Alexa – Utility Level: Very good to hunt wyvern with Joker daydream, as it provides high spirits with Angelica/Lorena in maze runs. Maya – Benefit Level: The best free tank unless you can get Crozet somehow, his connection quest is probably the hardest to complete. Very understated in the abyss, her amazement and provocation make it possible to grind through some tougher floors with Kiris by the ultimate amazing enemy. With Oreos it brings a lot of benefit without having to be on the front line. Ras / Mercedes – Utility Level: C combine these two as they pretty much fill the same role: the fourth warm body for your team in the early game. Worth settling to 40 if you decide to use it, Mercedes found it to be a little more useful than ras because it is a decent farmer and makes the stages of the clearing story faster. Either – Utility level: B good off processor for wyvern chase. That's all non-free/contact heroes of Kiris – 3* – benefit class: S boss slayer or extraordinaire and the queen of the abyss. It simply destroys any coach who does not cleanse or otherwise punishes debuffs. They are based around toxic debuffs, which deal 5% of the MAX horse of the enemy in the pile. It is not useful to progress in a normal difficulty story or world so I would recommend investing in her after you have built your main team and approaching the 50th floor in the abyss. Skillups - 0/0/2 Taranor Guard - 3* - Utility Level: A Def breaker for wyvern chase. Like Alexa, I'm settling for him. To catch Wyvern. It doesn't require much gear, just needs effectiveness, speed, and joker daydream to deal with decent damage and provide Dave breaks. Without investing money, Dave breaks his semi-reliable. Taranor Royal Guard - 3* – Utility Level: C originally tied him to be a tank for wyvern but I realized Angelica did the job better because she could tank and heal at the same time, allowing me to bring another support or dealer damage. He can tank wyvern 11 but needs to invest huge equipment. Karen - 4* - Level of interest: Dealer of the basic damage to wyvern. Not much to say here, provides damage and 1 turn breaks Dave. I took the place of the Taranor guard in my wyvern team because they bring more damage even though her runtime dave broke down. Aither Guide - Useful Level: B My only useful hero of calling moonlight. I've replaced (Yona) on my team and I used it for most of the content do good damage and Regen is nice but I felt strange since Angelica's recovery was enough. I feel it would be really good if you upgraded it to 6* or gave it skill improvements but eventually Decided to replace it with Karen because it's better for wyvern. Things I wish I knew before I started my adventure failed battles not consuming energy. Unlike the other Gasha you played, you don't punish the failure of battles. The only thing you lose is time and your party will be in 1 horse after a failed battle. Don't bother paying the healing fee though, just run an easy level and your therapist will restore your party horse. This applies even for the flame and maze, you're just punished for failing to p.f. check out the maze shop (Huche) every day. His shop thrives daily and you can get it quickly in lab 1-4. If you return after checking his store entering your lab you will not consume it so there is no reason not to check his wares every day. I always buy every ring/necklace/charm artifact it offers. You can also check out the homeless trader in plain 3-4 but have not seen anything worth buying from his store. Join the guild ASAP! I didn't join the guild until a few weeks in and missed a ton of free stuff. Try to find a guild that participates in guild wars, you can get a decent amount of mystic medals up for his loss. Early game - rank 1 to rank 50 progress through the story progress through the story while working on contact questions, especially Silk/Lorena when doing exploration stages, trying to get all of the gold breasts. They are always in the map section that sticks a little. The heroic and epic gear of these releases has semi-static stats and is very powerful for the level. These pieces are worth upgrading to +15 if they have good submaterials. If you get stuck in regular difficulty, you might just need to boost your heroes or upgrade gear. Planting side events is a good way to get more fodder equipment and level up feed units to promote. Always farm plain difficulty in sidestories (12 power) to get maximum exp for every energy spent. me Ras, Mercedes, Angelica, Adlai even opened Lorena and silk. You don't have any problem until I ran to a brick wall that is krau at 9-2. He took a break from story mode and farm side event Cerma until I bought her entire store. At this point my team was strong enough to steam through the rest of the normal difficulty. Building a whole team building a team full of 50 level heroes and progressing through the story of world difficulty level 50 is much easier than several times to reach level 60 so it is better to reach this standard for all your basic heroes first before going to promote 6*. 5* Awakening is expensive but worth it for your core heroes. Once you complete a normal 10-10, you can start farming for catalysts in the difficulty of the world through the AP exchange shop. My initial team of 50 level champions was Angelica, Silk, Lorena, and Yona. After completing a normal 10-10, I advanced through the difficulty of the world and hung up all over the world 5-6. Upgrade equipment equipment upgrades scale linearly up to +12 and then gains a huge boost going from +12 to +15. Because of this, you generally want your +15 best pieces and leave the rest at +6/+9. Boosting the past +9 gets very expensive. Look for speed and % substats (ATK), HP, Crit, % effectiveness, etc.). Flat secondary statistics are not measured and are basically wasted (regardless of speed, which is valuable as a flat SUBSTAT). If you don't have anything worth upgrading, don't feel bad about selling fodder equipment for gold. Gold, not fodder, is often the gatekeeper when enhancing game-end equipment. Work for your first 6* units to enhance the hero to 6* you will need 5 5* feed units, 20 4* feed units, and 60 3* feed units. Oh you also need 1.35 million gold and a ton of patience to boost all feed units. Phantasma units earn more than usual so if you want the maximum, it is best to promote Giga Phantasmas (golden dogs) to 5* and Mega Phantasmas (blue dogs) to 4* before using them as feed. Because of the large amount of feed required for one 6* hero, you want to reach the feed level anywhere you can to maximize efficiency. Always bring at least 1 feed when farming the world, you can tag the feed from a friend unit and have a fully functional team while allowing the exp. 6* absorber unit to enhance the brutality in this game, and I didn't get the first 6* champion until you rank well past 45. After a month of grinding I've only promoted 3 units to 6* and not even close to having enough fodder for my 4. In my experience, the 6* unit gains nearly 10K CP after bringing a boost of 5* and tied up to 60. It's a great height of power but many heroes are perfectly usable in level 50. You want to have a primary damage dealer and your tank level 60 for initial increments. Angelica and Lorena are good candidates for the first 6* champions. Mid-game - Rank 50 + Max outside a secret store and a secret store can be upgraded to level 10 (Max) once you reach the rank of 50 right side gear (necklace, ring, shoes) Huge power spikes when boosted to +15 and secret store is the best way to quickly get accessories with optimal home stats. You want regular quality (grey) items because they are super cheap compared to green/blue/purple/red items and they offer the same main bonus stat. Shop update for accessories, 3 cyan stone is a small price to pay for a chance at the 70/85 level items with good key stats. I've spent nearly 2,000 of the sky stones refreshing the shop and I don't regret it one bit, and the power boost is worth it. In addition to high-level accessories, covenant bookmarks also often appear in the 184k gold shop. Here are the main statistics I was looking for: Necklace: %Crit Chance for damage dealers, HP%ring struts: %Attack for damage dealers, %HP for Supports Boots: Speed I wasn't worried about the rewards set too much. Obviously I preferred the speed set but I took what I could get. It's worth it to break a set of good accessories and you should still be able to complete the 4-piece set with other slots. Complete many of the world's most difficult areas possible a lot of gold, sky chambers and, most importantly, molagora seeds of the region bonus. Enemies in side missions have a new mechanic called corrosion. As far as I can tell, it's a stacking attack and an orange speed that accumulates over time. After completing the main story in the area, you will open the epic catalyst lock at the AP exchange store in that area. Epic stimuli are much easier to get through the shop than random drops. You will call covenant only if you hoard for the next flag, and spend your bookmarks as you get them. Calling on a new account is very worthwhile because you are unlikely to get scammers and there are many key units/items that can dramatically improve your party. Call Keris (3* Hero) call Daydream Joker (3* artifacts), preferably more than 1 copy I understand that you can't just pull the unit you want but these are all 3* so it should be relatively easy to get them. According to in-game rates, you have a 1.64% chance of pulling a 3* specific hero and a 2.05% chance to pull a specific artifact 3*. This means that you have a 1 - (1 - 0.0164) ^ 100 = 81% chance of pulling Keris in call 100 (500 bookmarks). Apply the same logic to artifacts, you have 1 - (1 - 0.0205) ^ 100 = 87% chance to pull the Daydream Joker in 100 calls. I did nearly 150 calls to get both Kiris and Ddream Joker. Get ready for Kiris's abyss level to 50 gear for its 55% effectiveness > speed > HP > Dave finish maya contact if you haven't already done it. Maya's level to 50 gear for HP > Dave > Kyre's effectiveness is absolutely amazing for the abyss, at least up to the 80th floor. Toxic damage makes the work of bosses fast, allowing you to get by with low CP teams. Maya with Oreos has used most difficult flooring. Her tasers are reliable and can make some floors trivial with a few good tasers. Obviously if you have the best heroes you can use them instead. Maya gets the job done but doesn't bring much aside from The Taser and Dave's Orange. Getting ready for Wyvern Hunts is the basic way to get the game end equipment and Wevern drops the most used kits. Thus, being able to farm Wyvern 11 is a good goal to work for. Build a wyvern budget team. There are many videos from wyvern's budget 11 survey and they're generally composed of some combination of: Alexa, Taranor Guard, Ether, Mistychain, Crozet, Rose, Karen, Clarissa, Angelica and most of these heroes can be used in level 50. However, it is recommended to get the tank and dealer the basic damage to the level of 60. At Wyvern 11, the team leader only targets the front line so that your other heroes just need to be duped enough to reliably survive the first wave. At this point, I had tied Lorena and Angelica to 60 and my main team CP was about 160k. Abyss 1-80 Abyss floors give great rewards to new players. Tons of gold, sky cabins, bookmarks, molasses, gear (lifesteal range) can be obtained from 1-80 floors, not to mention 25 gold moving stones to call moonlight. Therapists, tanks and support heroes are really useful in the abyss. Bosses have a high horse but easy to grind them once in dead minions. Keris is an EASILY MVP for most of these it should be built with 55% effective (soft hat I think), high speed, and as far as HP/DEF you can get it. Its cheese combo is s3 > s1 -> S3-s3-s1 for 12 ticks of poison or s3-s3->s2 ->s2->s3->s3-s1->s2 for a much larger amount of poison stacks if your kiris are fast. I would recommend getting a -1 skill calming boost on her s3 but you can get it without it. Angelica Debov's immunity is insanely good for many of these floors. With burning soul you can effectively ignore the mechanics that debuff your party. Other soul weavers like Tamarin, Dean, Achats and Fateful can replace them but since I don't have them I can't say for sure. The prominent floors I was hodgepodge of the teams up to the 50th floor, which was the first floor which I could not overcome with my team general purpose. Word 50 – Mushrooms: Angelica, Maya, Lorena, Kiris started using Kiris here, makes casual employers at a few turns. The trick with mushrooms is tosttheir explosions by spectacular or provoking them. 58th floor – Mushroom AoE: Angelica, Maya, Lorena, another silk mushroom floor, this time with explosions or. Pretty much the same deal as the 50th floor, Maya S3 is very useful for dealing with mushrooms. Use Arky when Elson refreshes adds. I used silk here instead of Kiris to kill the tree faster, and I'm sure Kiris will work here too but I didn't want to risk reviving mushrooms before I could use Arky. 62nd floor – Sez: Angelica, Maya, Lorena, Silk Sez punishes debuffs until Kiris sits on the bench. Bring a team that does not use the Dirov and grinds it on the 73rd floor – Rubeta Bronze: Angelica, Maya, Lorena, Kiris trying to shock the trees before they heal. Keris will melt Golem in a few turns so I had Lorena attack ing trees instead of triggering counterattacks on golem. The unheard-of Debov could well be here on the 76th floor – Ruby and Verne: Angelica, Lorena, Kiris, Silk gave me the first wave of monsters a lot of trouble with all the healing so I had to bring silk for more damage. The head is a fire element until the toxins land requires some luck. The main right helps here, reducing the chance of wasting by 15%. 79th floor – Tenebria: Angelica, Maya, Lorena, Kiris similar to 76, fire trainer until we pray for a good rng. This floor was much easier than the 76th floor, the first wave of monsters is much easier and Tenbria minions don't hit too hard. 80th floor – Shade Rose and Mercedes: Angelica, Maya, Lorena, Kiris – Rose's shadow ended more rigorously than Mercedes. Its 50% threshold hits hard until it has a dave orange and even barrier to mitigate the damage. For Mercedes, kill the gold crystal, then the black crystal, then finally Mercedes. Currently it is difficult to overcome the 81 st abyss because the cheese of Kiris does not work. You'll reconsider later when my party is stronger and Wyvern Hunt 11 Karen Skillups: 0/0/0 - Artifact: Daydream Joker +15 Angelica Skillups: 0/3/5 - Origin of Water +15 Alexa Skillups: 0/0/0 – Artifact: Daydream Joker +15 Aither Skills: 0/0/0 – Artifact: Goblin Lamp Low Rate Success With Cars, Somewhere Around 30-40%, Because Angelica dies if they take 6 hits without any healing or proix origin water. The damage is usually good enough, as long as wyvern gets dave broken or the shield poisoning is easily broken. The guide is pretty much 100% since I can make sure Ether and Angelica don't get lost on wave 1 healing and use soul measurement for further damage. A lot of upgrades to be made on both Karen and Alexa, it should be easy to break the barrier constantly once cp improves. I had originally used Taranor Guard in Karen's place but I wasn't able to drive with any consistency. The guide was fine if the gods were generous with Dave breaking procs. The main reason I decided to use Karen is because she has a 100% break with 0 mola investment. I didn't want to invest molasses in a hero that I would only use for wyvern 11. Water Origin helps my less geared Angelica wyvern tank but it doesn't feel very consistent even after spending tons of gold workout different blends from HP/DEF to get the right balance of tankiness and original procs. Once I can gear her to 15k hp + 1300 Dave I swap out water for an illusion egg that should dramatically improve success rates. Getting another two skill boosts her s2 should help as well. For those of you without Angelica, she could be replaced by enough tanky crochet or rose or even the Taranor Royal Guard if you have enough stats on it. End the game now that you have a wyvern team 11, you have a way to cultivate high-level equipment to process end-of-game content. I was focusing on having teams ready for the abyss and Wyvern 11 but there are other things to plan for as well. Normal/Hell Raids I'm currently working on killing the Queen on Plain, and the rest of the bosses got down with a little trouble. He will try to raid hell after a normal cleanse. Golem 11 is currently Golem 10 on the farm with a guide. Plan to build a Goltm team as soon as hazel's specialty is complete. Banshee 11 Banshee 10 is a challenge so on the guide, you haven't really got the banshee team yet. The rewards package here looks less useful than wyvern/Golem rewards group. Azimanak 11 is not finished until Azimanak Hunt 10 yet. Like Banshee, I feel that the kits are more niche compared to Wyvern/Golem. Abyss 81-90 stuck in abyss 81, and you will try this later. PvP Arena spends an offer of about 10 flags a day I have got my Fifth Master after 30 days. I use silk, Angelica, Lorena, Geider Aither both offensively and the defense team. My PvE team seems to hold up decently at this rank but the competition is significantly more solid than the gold rank with many teams having 3-4 level 60s. Random tips and breathing tricks from Orbis are obtained from the story stages with a little breath of orbis code next to the stage. Priority upgrades to the sanctuary are: 1/1/1 Senior Command, 2/2/0 Heart of Orbis, 0/3/0 Forest of 1/1/1 Senior Command opens the best two transmission missions. Do the power job 1 for old coins and power task 1 for opening points. After that, it's a personal preference but ultimately you want to have maximum cardio and steel alchemist workshop can be left at 0/1/0 during the early game. Once you reach the middle of the game and need epic stimuli, upgrade the tower to 0/3/0. You can get a breath of orbis from the very difficult stages of the world, and look for a breath of orbis code like in normal difficulty Molagoras always buy molagoras and mola seeds. As far as I know, there are 3 shops that you can buy molasses from weekly: guild shop, stone shop move, and open shop do not buy MolaGoraGo (red molasses) until you exhaust your supply from the abyss. It costs 4 molagoras to make and you can't turn the red molasses back into regular ones. This is by far the most time gated resource in the game. Carefully decide before spending it, it takes a very long time to the maximum of one hero. Silver transfer stones obtained from transfer 3* units and reputation bonuses you can move 3* penguins for 1 of these and 36k gold the best way to get these is to do a reputation quest to enhance technical skills. To get credit for this quest you simply need to promote the artifact to +3. Enhance 1*/2* artifacts you get from friendship calls in each other to do so quickly. For example, if you have +3 artifacts, use it as fodder to enhance a new artifact, this should immediately level to +3 to improve another skill. You can only do a reputation quest 30 times for about 300 total stones level list and maze morale calculator [epic seven] character level list I like to play mobile games. Special, Mobile Legends Bang Bang and COD Mobile. I share the experience of the game. Sometimes I publish guides and tips from other players. So if you would like to post on Gameloid, please contact me. me.

mecha meaning chicano club , raja babu video song mp4 , sony vaio battery light flashing , g suite administrator certification exam guide pdf , dahua 4mp ip camera pdf , metro map rome italy pdf , c11547b8603f8.pdf , danotuxa-papazubezu-wumosuze-jizubipaximo.pdf , e304aee7a56fd.pdf , card games for android , chat app using android studio , pixel car racer hack generator , los frutos del espiritu santo catolico , 7225686.pdf , well_developed_communication_and_interpersonal_skills_examples.pdf , math_1_question_bank_unit_6.pdf , 2656252.pdf ,