


# Brave frontier amduat guide

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Comments (20) Share Event Duration: Permanent Edit quest / Boss Energy Battles EXP / Energy Rare Captures Night Falls 100 1000 100 100 Vizion Chaos Notes: Continues Unavailable - Gems can not be used for revival on this stage. First clear reward: 2 gems Clear reward: 95 subline tokens has 109,890,000 HP Enemy moves first. Instant units filling OD are highly recommended to bring. It is recommended that monwater or monolight units be used. Severe B.C. drop to resist present holiday tears present throughout the Stealth battle and Taunt effects voided damage mitigation, elemental mitigation, evasion, Boost option, Self Boost, Conversion Option, Self Conversion Option, Spark Boost, Elementary Spark Boost, Critical Damage Boost, Elementary Critical Damage Boost, Elementary And Gradual Filling OF OD Effects The duration of the reduction of the General Skillset Vita Heka power - Adds the defense ignore the effect for itself during 2 turns Used once in turn during the first 14 turns of Twisted Heka strength - Adds 50% elementary weakness damage the positive effect for itself during 2 turns Used once in half with the turn of 15 years Punishment Hex - 20 hit AoE with a 50% crit. Used once each turn during the first 17 turns of Focus Death Magic - 20 hit ST with an innate 50% crit This attack is capable of perfect spark. Used once at every turn upon reaching 50% HP Wow. Fantastic work for a peblian. - Idle Now make another. - Simple Use another UBB that hasn't been used by the same units since the beginning of the fight you used that ultimate attack before. - Idle Used if the unit has used the same UBB since the beginning of the fight I grow impatient. - Just used if the UBB requirement has not been met within 5 turns. Die! The next turn will be cast if the requirement has not been met. I'm sorry your time has come. - Just used if the UBB requirement has not been met within 5 turns. Die! will be cast immediately after using this skill. What is this?! Attacks ... - 1 hit AoE attack that pierces 50% mitigation and deals 10% HP as damage to self used when using 6 different UBBs Too much ... Magic... - downtime time to get serious! - Simple Curse of Al Haqq - Inflicts DoT (1000% mod) for 3 turns and a 40% chance to nullify the additional effects of skills for 2 turns Used every 5 turns. 100% DoT mitigation is highly recommended to use. Smite al-Haqq - Cleansing shield effect of yourself and adds 50% Atk, 20% crit rate for Allies for 50 turns Used if the shield was not destroyed within 2 turns It was just a test. - 1 hit strong attack AoE that pierces 50% mitigation Used if the shield has been destroyed within 2 turns Red things go faster! - Sets an element in the fire, adds 50% Fire Spark positive effect to yourself during 1 turn and adds Atk positive effect for yourself during 3 turns Used on turn 1 and every 6 turns afterwards, if mono-water or mono-light detachment is not present blue very lucky. - Sets the element to the water, adds a 15% chance to evade attacks and 10% Atk positive effect for yourself for 3 turns Used on turn 2 and every 6 turns afterwards if mono-water or mono-light detachment is not present Green is the best. - Sets the element to Earth and adds 10% Atk, 100% Rec positive effect for itself for 3 turns Used on turn 3 and every 6 turns afterwards if mono-water or mono-light detachment is not present yellow makes explosions more. - Sets the Thunder element, adds 500% Thunder critical damage to itself during 1 turn and 10% Atk positive effect for itself during 3 turns Used on turn 4 and every 6 turns afterwards if mono-water or mono-light detachment is not present Black is safe. - Sets the Dark element and adds 10% Atk, 50% Def positive effect for yourself for 3 turns Used on turn 6 and every 6 turns afterwards if mono-water or mono-light detachment is not present Turn 1 Welcome to your doom. - The downtime I heard you defeated my king's pet scorpion with your so-called double casting skills. Well, I'm afraid we're not doing it today. - Idle elements favor me today. - Idle How about the game? - Just use the ultimate attack soon or die. - The celebratory king wants a fiery death for you. - Sets the element of fire Used if the mono-water squad used Turn 4 Can you remember how to fight? - Amnesia Inflicts for 2 turns units affected by Amnesia have a 30% chance of not being able to activate BB, a 30% chance of not being able to activate SBB, and a 20% chance of not being able to activate UBB Turn 15 that stretches for quite a bit. - Idle Turn 16 Big Shield Al Haqq - Adds 250,000,000 HP, 30,000 Def non-elemental shield for myself during 20 turns My King take - Inflicts 80% Active Heal, 90% Passive Heal and 100% HC Efficiency Reduction for 2 Turns Turn 24 Mind Wipe - Inflicts Amnesia for 3 Units Affected by Amnesia Have a 50% Chance of Not Being Able to Activate BB, 80% Chance Of Not Being Able to Activate SBB, and 100% Chance of Not Being Able to Activate UBB Turn 30 Oh, Look at Time! I have to go. - Festive to die! - Instantly wins all the units used if HP is zgt: 0%. This skill will be cast earlier in combat if the UBB requirement has not been met. Unsorted Al-Haqq Shield - Adds Adds HP, 20000 Def non-element shield for itself during 5 turns drops. Shaded Sun 20 10000 500 Aesys Notes: Continues unavailable - Gems cannot be used for revival on this stage. First Clear Reward: 1 Gem Heavy BC Drop Resistance Present Has 80,000,000 HP Stealth and Taunt Effects Annulled Heka Power - Adds Protection to Ignore Atk Effect for 2 Turns Of Heka Strength - Adds 50% Elementary Weakness Damage Positive Effect For yourself during 2 turns Of The Punishment of Word - 20 hit AoE attack with an innate 50% critique This attack is capable of perfect spark Focus Magic - 20 hit ST attack with an innate 50% crit This attack is capable of the perfect spark I want to see your ultimate attack. - Idle Show me another. ... - Idle Use a different UBB that hasn't been used by the same units since the beginning of the fight I've seen that before. - Idle Used, if the device has used the same UBB since the beginning of the Whew fight, it's too much excitement for me... - 28 hit AoE attack that pierces 50% mitigation and deals 200% HP as damage to self used if three different UBB were used show. J.A.A.A. Final. Attack. - 25 hit AoE attack that pierces 50% mitigation Used if UBB was not used for 5 turns I want to see your final attack. or Show me another. ... Last chance. ... - Simple Yes, stay. - Idle Be Softer With Me... - Adds 18,000,000 HP, 20,000 Def non-element shield for yourself for 20 turns Mmm, so strong! - Don't rush, don't rush. - The Bachelor Drops: The First Truth 15 1 10000 666.67 Architect notes: continues inaccessible - gems cannot be used for rebirth on this stage. First clear reward: 1 gem has 120,000,000 HP Heavy BC. Drop resist present Heka power - Adds defense ignore the effect of Atk for 2 turns Of Heka strength - Adds 50% elementary weakness damage the positive effect for itself during 2 turns Punishment Word - 20 hit AoE attack with innate 50% Crete This attack is capable of perfect spark Focus Magic - 20 hit ST attack with an innate 50% crit This attack is the perfect spark Bulwark truth - Adds 20000, 20000 Def non-element shield for yourself for 5 turns Used on turn 1 and every 4 turns then your truth is insufficient. - Cleans the shield effect from itself and adds a stackable 50% Atk, 20% crete for 50 turns Used if the shield is not destroyed within 2 turns Your truth is adequate. - 21 hit strong attack AoE, which pierces 50% mitigation Used, if the shield is destroyed within 2 turns I will finish it quickly. Time for downtime... Really. - Inflicts Turn-Skip Effect for 1 Turn Why Do You Persist? - The Bachelorette: Mysteries 10 2 10,000 1000 Mysterious Woman notes: continues inaccessible - gems can not be used for rebirth on this stage. First Clear Reward: 1 Gem Wrecking Word - Inflicts DoT (1000% Mod) for 3 turns and 40% chance to nullify additional skills effects for 2 turns of Heka power - Adds protection to ignore the Atk effect for 2 turns Punishing Word - 20 hit AoE attack with an innate 50% crit This attack attack attack Capable of perfect sparking Heka strength - Adds 50% of the elementary weakness of damage to the positive effect for yourself during 2 turns Focus Magic - 20 hit ST attack with an innate 50% crit This attack is capable of perfectly sparkling You Hath learn a lot. - Simple Unhealing Word - Inflicts 80% Active Heal, 90% Passive Heal and 100% reduced HC efficiency during the 2 turns I smell magic. - Idle Drops: General Area Details Notes: Event Bazaar: Exalted Community Content Tokens is available under CC-BY-SA unless otherwise stated. 1:021:02 Community Event: Mysteries of AmduatGestern EffentlichSummoners! Thanks to everyone who participated! Here are your 10 winners of the community event: Secrets of Amduat! Congratulations! Rewards for 10 winners of the draw and all the actual participants were sent to their accounts! See you at our next Community Event! 2019 02:00 PST - September 22, 2019 00:00 PST (September 11, 2019, 03:00 PDT - September 22, 2019 01:00 PDT)Summoners! Amduat has many secrets for those who are looking for their strength, and with it come amazing prizes! But only those who really desire his wealth can get them - will it be you? Find out at our newest community event! Awards:All valid participants: 1x Acorn Ticket10 Lottery Winners: 1x Calling Ticket. 3x Arcane RemnantMechanics: Players must publish a screenshot of their squad customized for the first mission. The Secrets of the Gods in the comments section of the Event page, along with their Friend ID and In-Game Name Example.:Friend ID: 123456789In the game name Caller157 Screenshot must clearly show their names. Players must also love and share a message about the event in order to be eligible for the tournament. Only valid comments in the official Facebook event message will be counted as a record. Winners will be announced within 48 hours of the event, so watch out for it! The awards will be sent to participants and winners within 72 hours of the scheduled service on September 25, 00:00 PST. Note: Acorn Summon Gate will be extended until October 2, 06:59 PST (October 2, 07:59 PDT) to accommodate participants in this event. Disclaimer: Brave Frontier Global Team reserves the right to disqualify entry if necessary. Event details such as schedule, mechanics, and rewards can change without notice. In the event of these changes, please stay tuned to our official channels. Thank you! Chronicle of Anzeigenzür Group Hinzugenzür Veranstaltung Einladen Einladen brave frontier amduat night falls guide

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