


Twilight eve orpg dungeon guide

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19-07-2010, 07:55 PM #291 Кто изменил священника (ако мужского класса 3) на? Как задать вопрос для этого отеля? Я не могу изменить его, он говорит вам, чтобы пойти в обряд высокого отца, где он #292? Как задать вопрос для этого отеля? เปลี่ยนไม่เป็น คือมันบอกให้ไปหา Rite Of high father มันอยู่ในเอนำครัน แล้วใครเปลี่ยนเป็นขบแบนละเหี้ยตหนอยครัน อยากร่นมมาก ๆ ก็เดินให้ผ่าน ทาง lv 100 ัง 20-07-2010, 07:54 PM #293 ===== Quest#2 ===== Vampirism (Lv 50 Above) Thai สิ่งที่ต้องทำ : ฆ่า Enraged Owlkin 50 ตัว English the thing that must do : kill Enraged Owlkin 50 . Ghastly Appetite (Lv 60 - 100 can once only) Thai สิ่งที่ต้องทำ .คุยกับ Wizard Hannah ที่ Wizard's Tower คุยกับ Harold ภายในเมือง City of New Lights ฆ่า Bloodthirsty Haniac ด้านล่างของ Wizard's TowerEnglish the thing that must do :talk with Wizard Hannah at Wizard's Tower talk with Harold within a city City of New Lights kill Bloodthirsty Haniac below of Wizard's Tower. Sludge Fudge (Lv 80 - 160 can once only) Thai สิ่งที่ต้องทำ : ฆ่า Sewer Monsters 60 ตัว [Dungeons : Forgotten Sewers] English the thing that must do : kill Sewer Monsters 60 [Dungeons : Forgotten Sewers]. Proving a Worth (Lv 55 Above - can once only : must do quest Exploration before) Thai สิ่งที่ต้องทำ : ฆ่า Snap Dragons, Lizardman 40 ตัว English the thing that must do : kill Snap Dragons, Lizardman 40 . Armoured Pride (Lv 60 Above - can once only : must do quest Proving a Worth before) Thai สิ่งที่ต้องทำ : ฆ่า Engineer VanCliffe [Gold Mine Dungeon] English the thing that must do : kill Engineer VanCliffe [Dungeon : Gold Mine]. Research and Development (Lv 120 Above - can once only : must do quest Armoured Pride before) Thai สิ่งที่ต้องทำ : คุย Master Ember (วาระซ้ายบนสุด) , Kain the Material Collector (Glacier Forest) English the thing that must do : talk with Master Ember (warp the left uppermost) Kain the Material Collector (Glacier Deja Vu (Lv 199 Above - can only : must do a quest research and development before) Thai What to do: Enter the Dungeon City of Illusions English thing that must do : reach the dungeon city of illusions. Sixth man (Lv 205 above - can only: must do the quest Deja Vu earlier) Thai What to do: Talk to the population of Silvasia What needs to be done: talk to the population of Silvasia. Credit: Gan-NiNg Thai for photos and Thai English guides for image and Thai Thai guide. 010, 08:09 p.m. in #294 (I) (I) Participants should only take LV100 or higher to participate. If you're willing to talk to Angel Dawn at the top of Orge, he'll send us to the initiation rite, we'll have three minutes to get to our destination. » one by one, you'll have to go to me » the best way to get through it is to ignore it, but be careful. If you are surrounded and do not have group skill, it means that the end of your life immediately. Once you've passed, we'll appear on a new continent where there's a class 4 NPC of some professions with a nightmare, hell and impossible dungeon. To return to the angelic dawn on the continent, He will send us back to the peak of Orge Note: The rite of passage, the point of birth immediately persists on the new continent. (I) (me) (I) The better the award item, the better. Also, if you can clear the level of hell, you will get a shard of power in return. Enter the dungeon, enter the zone and enter the type. Before the seal, ask if you will come with me. Because if we enter, the various dungeons in the game are: Icy Highlands Difficulty Level: Easy Type: Kill mini-bosses to move to the next zone. Embalming Gold Mine Difficulty Level: Hard Type: Kill the Mini Boss to move to the next dungeon area Of The Boss: Engineer VanCliffe-Pride Engineer Centauri Mountains Difficulty Level: Hard Type: Break through the enemy flock until you reach the boss Step on the switch in order to get into the boss's room, dungeon boss: King-Lich- 1.Bottom left 2.Center 3.Upper Left 4.Top right 6.ตรงกลางขวา Naga Ruins ระดับความยาก : Nightmare ประเภท : กำจัดมินิบอสเพื่อไปยังโซนต่อไป บอสประจำด่านเจี้ยน : The Abominable Hydra - Leviathan Forgotten Sewers ระดับความยาก : Nightmare ประเภท : ฆ่ามินิบอสเพื่อไปยังโซนต่อไป บอสประจำด่านเจี้ยน : The One Oblivion ระดับความยาก : Hell ประเภท : กำจัดมินิบอสเพื่อไปยังโซนต่อไป บอสประจำด่านเจี้ยน : Diablo - Lord Of Terror Abyssal Labyrinth ระดับความยาก : Hell ประเภท : แก้ปริศนา เดินเข้าประตูให้ถูกเพื่อไปห้องบอส บอสประจำด่านเจี้ยน : Arthas Tristram ระดับความยาก : Impossible ประเภท : กำจัดมินิบอสเพื่อไปยังโซนต่อไป บอสประจำด่านเจี้ยน : Doomsday - Harbinger of Doom City of Illusions ระดับความยาก : Impossible ประเภท : แก้ปริศนาเพื่อไปยังชั้นต่อไป บอสประจำด่านเจี้ยน : Furbolg Leader - 1st Stage Boss Overlord Master - 2nd Stage Boss The Rock - 3rd Stage Boss Turtle Boss - 4th Stage Boss Kel'Thuzad - 5th Stage Boss Sylvanas - 6th Stage Boss Doppelganger - Final Boss วิดีโอเดินขึ้นเทพ : คำถาม : I am that which is closest to the buried dead ตอบ : ขวาล่าง คำถาม : A says the correct path's Northwest. B says its Southwest. C says its Southeast Then A says C is lying, C says A is lying, B says has not lying. Which one is telling truth ? ตอบ : ซ้ายล่าง คำถาม : Repent and be save ตอบ : ขวาวน คำถาม : the correct path is southeast ตอบ : ซ้ายบน คำถาม : ME BREAK YOU !! ตอบ : ขวาล่าง คำถาม : The near correct path is near something unique. This something burns like the rest but is still unique. It is the closest to the correct path, like the rest ตอบ : ซ้ายบน คำถาม : A have something but i have none, B have something but i have none, C have something but i have none. Yet I am correct path tho'gh but i have none Ответ: Прямо на вопрос: Правильный путь путь, который выглядит наиболее отличается от всех других неправильных путей. : Невозможный тип: решить головоломки, чтобы добраться до следующего уровня ----- Как только мы проедем мимо, нас отправят в разграбленную комнату, где будут вручены случайные призы. เมื่อหมดธุระกับพื้นแล้ว (เก็บไอเทมแล้ว หรือไอเทมไม่ตรงกับคลาสใส่ไม่ได้) ให้พิมพ์ -done เพื่อกลับไปยังจุดเกิดล่าสุด 20-07-2010, 08:22 PM #295 ===== Item Loot ===== Icy Highlands BOSS of Dungeon : Frostfang Blackpowder Musket - +22 damage /Archer Crystal Wand - +10 damage, +15 int /Acolyte, Druid, Initiate Elderwood Bow - +15 damage, +6 agi /Archer Frost Shield - +20 armor /Swordsman Frostfang - +40 Damage, Frost Orb Effect /Swordsman, Thief, Witch Hunter Moon Armor - +11 armor/All Classes Except Initiate Sharp Claws - +15 Damage /Swordsman, Thief Superior Wand - +6 damage, +200 mana /Acolyte, Druid, Initiate Forgotten Crypt BOSS of Dungeon : Stitches - Gift of the Embalmer Aiur's Legacy - +80 damage /Templar Black Grave Wand - +45 int /Acolyte, Druid, Initiate Psi Blade - +45 damage /Templar Reinforced Armor - +18 armor /Swordsman, Templar, Witch Hunter Skull Staff - +500

Mana, +200% mana regen /Acolyte , Druid, Initiate Stitches Dagger use for change Rogue -> Assassin - +35 damage /Swordsman, Thief Stitches Legacy - +10 armor +50 Damage /All Classes Stitches Totem - +23 armor /Acolyte, Druid, Initiate Gold Mine BOSS of Dungeon : Engineer VanCliffe - Pride Of The Engineer Boots Of The Eagle - +18 agi/All Classes Belt Of Endurance - +20 str/Swordsman Blood Diamond - +40 All Stats/All Classes Bracers Of The Bear - +10 str, +300 hp, +2 armor/All Classes Firebrand - +20 armor, +15 All Stats/All Classes Helmet Of Valor - +20 All Stats/Swordsman, Thief Witch, Hunter Soul Wand - +55 int, +300% unstackable mana regen/Acolyte, Druid, Initiate VanCliffe's Armor - +28 armor/Swordsman Centaur Mountains BOSS of Dungeon : The Warchief Celestial Orb - +5 hp regen/s, +15 all stats /All Classes Cunning Edge - +60 damage /Swordsman , Thief, Witch Hunter Enchanted Axe - +50 damage /Swordsman Long Rifle - +65 Damage /Archer Mythpowder Rifle - +90 damage, +30 agi /Archer Shield Of The Avenger - +40 armor /Swordsman Sword Of Blessed Flame - +100 Damage /Swordsman, Thief Warchief's Pride - +76 damage /Swordsman Puzzle Sanctuary Dungeons : King-Lich - Lord of the Puzzles Arcane Staff - 80 int, 5 mana regen/Acolyte, Druid, Initiate Speed Boots - 30 pound speed (non-Stabian), No 5 All Stats / All classes Chillrend - 120 pounds damage, Frost Orb Effect/Swordsman, Thief, Witch Hunter Sniper Rifle - 80 pounds damage/ Archer Twilight Legacy - 100 int, 15 mana regen / Acolyte, Druid, Intiate Psionic Curiass - 20 pounds armor, 400 Mana / Templar Ring Meliter - 20 hp, No 30 int/All Classes Scroll Of The Lich - No95 int/Acolyte, Druid, Initiate Naga Ruins BOSS of Dungeon : Abominable Hydra - Leviathan Azurewrath - 1 80 pounds, 30% probability of 2x damage, Frost Orb Effect/Swordsman, Thief, Witch Hunter Death Reaver - 140 pounds damage, 50 pages/Frostbrand Sword - 300 pounds, damage from Frost Orb Effect/Swordsman , Thief, Witch Hunter Ghost Armor - 40 pounds, 1500 hp/Swordsman, Templars, Witch Hunter Guardian Naga - 115 pounds, 1500 hp/acolyte, Druid, Initiate Homunculus - 100 pounds, 5 mana regen, 1200 mana / acolite, druid, initiate Spirit of the Shroud - 70 pounds armor, No 15 All Stats, 15% Spell Resistance / All Classes Synergy Blade - 180 pounds damage / Templars Forgotten Sewers BOSS Dungeon : One Golden Arrows - 230 damage, 30 agi/Archer Hexfire's Edge - 300 damage, 40% chance to inflict 3x more damage, 15% Attack Speed/Iccerown's Visage - 100 All Stats, 160 Armor/Swordsman, Thief, Witch Hunter Necklace Seven Souls - 300 int/Initiate, Druid, Acolyte Phoenix's Stone - 140 All Stats/All Classes Shield Infinite Flame - 120 , 35% abbreviation of spelling/swordsman, thief, witch hunter Staff Of the Ages - 400 Int/Initiate, Druid, Acolyte Stone of All-World - 100 all stats, 5 mana regeneration, 100 damages / Templar Oblivion OBRIDS Dungeon : Diablo - Lord of Terror Atma Defense - 100 all stats, 40 pound Armor, 15% spell resist / All classes Battle Gauntlets - 300 pounds damage, 40 armor / All classes except initiate double-barrelled rifle - 700 pounds damage / Archer Heart Evo - 6500 hp, 3000 mana / all classes Infernostride - 70 pounds speed of movement, 70 armor, 60 pounds all stats / All classes Lam Essen in Tom - 15 mana regen, 3000 hp/Acolyte, Druid, Initiate Nagre pendant - 400 pounds int, 50 hp regen /s, 1200 mana/acolyte, druid, initiate Psionic - 800 ,10% attack speed / Templars Abyssal Maze BOSS Dungeon : Arthas Angel's Sanctuary - 460 armor / Swordsman, Templar, Witch Hunter Athena target - 1400 damage / Archer Dawn Legacy - 100 speed, 30% attack speed, 120 can be used for teleportation to the hotel / All classes Duriel's Shell - 200 armor / All CClasses Megaton Blades - 1000 damage 80% chance to inflict 3x more damage / Thief Titan Aegis - 560 armor / Swordsman Tom from Unlife - 500 Int/Initiate, Druid, Hand of Acolitia zakaruma - 5000 mana, 300 int, 15% reduction of spell /Initiator, Druid, Acolit Tristram BOSS From Dungeon : Judgmt Day - The Harbinger of Doom The Ark Royal - 1800 pounds damage / Templars Black Aidas - 520 armor / Sword, Thief, Witch Думбрингер - 600 евро урона, 3000 фунтов стерлингов хит-пойнтов / Мечник, Вор, Охотник на ведьм Вера - 5000 фунтов стерлингов ущерб, 120% скорость атаки, 150% урона / Арчер Ангел-хранитель - 400 фунтов стерлингов броня, 30% заклинание Соппротивление / Тамплиер Рука Благословенный свет - 500 фунтов стерлингов int, 25 mana regen, No 40 все статистика / Acolyte, Друид, Друид, 25 маны regen, Инициировать Хеллмут - 240 фунтов стерлингов броня, 1500 л.с./Swordsman, вор, ведьма Охотник Камень Иордании - 300 все статистика / Все классы город иллюзий BOSS подземелья : Furbolg Лидер - 1-й этап Босс Повелитель Мастер - 2-й этап Босс Рок - 3-й этап Босс Черепеха Босс - 4-й этап Босс Кел'Туза - 5 th Stage Boss Sylvanas - 6-й этап Boss Doppelganger - Final Boss Winter's Heart - 1200 Intelligence, 80 mana regeneration / Initiate, Druid , Acolyte Class Only The Grandfather - 2500 Damage, 400 armor, 60% Attack Speed / Swordsman Class Only Neptune's Eye - 25,000 hp , 15,000 mana / All Eagle Eye classes - 2400 damage, 60% attack rate, and 20% evasion / Archer class only Patriarch - 1600damage, 20% chance to inflict 3.5xx more damage / Swordric class, Witch Hunter Class only Atlantean in Tom - 50 mana regeneration, 1000 exploration, 8000 mana/high-class Templars only fate - 12,000 Damage, 300% Advanced Damage, 1% Mana Regeneration, 30% Chance to Unleash Jet Sanber, Deal 20,000 Damage. 20% chance to unleash a plasma zamber switch, deal 25,000 damage and knock back all enemies in the region of 400. Only one effect can be activated with each attack/spell/Templar Class Only Note: A few fates only stack the damage. If your character is a great Templar, each fate (after the first fate) will also increase the likelihood that your Psionic Destruction skill will proc Jet zanbers to strike by 2%. Tooth Belial - 6000 Damage, 1200 Agility, 180% Improved Damage, and 20% Dodging/Thief Class Only Dragon Fortress BOSS Dungeon : Blaze - Dragon Eternal Fire Winter - Dragon Infinite Frost Storm - Dragon Brutal Lightning Midnight - Dragon Pure Darkness Final Boss : Fusion Dragon - Fusion Hydra Hannah Legend - 2000 2000 Man, 60 seconds cooling spell shield / Initiate, Druid, Acolyte class only anger king-lich - 800 armor, 100 hit point regeneration / Swordsman class only Megaera's Edge - 7000 damage, revenge ability that slows the target attack rate by 10% and inflicts 2000 damage per second for 3 seconds. Revenge is not a stack / Swordsman class Only Blaze's Touch - 8000 damage, 50% attack rate, 20% split. Cleave Stacks/Templar Class Only Speed Atalanta - 4200 damage, 1000 agility, 120% attack rate, 40% evasion/Archer Only Heart Enhancement - 5000 reconnaissance, 3% mana regeneration, 30,000 mana. Every time you cast a spell, there's a 70% chance to cast Excellion Buster, a 25,000 universal case in line and 40% chance to throw Starlight Breaker, deal 5 x exploration of universal damage in a huge line. Only one spell can cause литье / Инициировать класс только укрепить - 4500 разведки, 1% маны и точки попадания regen, 20% шанс развязать Hr'svelgr который наносит 18000 ущерб в линию, 50% шанс бросить Ragnarok который имеет дело с универсальным ущербом в направлении вы stalkиваетесь каждый раз, когда вы бросили неканайнирование заклинание атаки / Друид класса только Примечание : Это возможно для Ragnarok и Hr'svelgr, чтобы активировать в то же время, если вы вызываете. Шевамастеры могут активировать только Хрюсвелгр. Rune Sihill - 7500 урона, 200% скорость атаки, способность Mana Break сломать 2000 ману и жизнь с каждым ударом / Ведьма Хантер Класса Только Примечание : Multiple Rune Sihills только стек повреждения. *Item yellow name is godly item can use by classes 4th only 20-07-2010, 08:53 PM #296 Change cleric class2 > class3 not even sex. Quest not up 100 then * cre law na ja UMSO1 >> ginnzakub &t; 20-07-2010, 10:13 = pm = #297 = Oh= Oh= Oh= ~= In a hurry, a big update= fear of new moose overtaking= :55502:= 21-07-2010, 06:34 = pm = #298= Find the player= huh= :013:= Who's going to play -----? Now cre= ums01= 22-07-2010, 01:55= am= #299= Here's the tight= loot= table= of = tw= Fit = copy = 1e1ia11= item= loot= table===== all= bosses= drop= one= of= 8= possible= items,= with= an= equal= chance,= and= these= items= are= listed= here= to= help= players= dungeon= with= the= item= they= want= in= mind.= godly= items= have= a= lesser= %= chance= to= drop= than= normal= items.= in= some= dungeons,= like= the= imp3= dungeon,= the= chance= that= godly= items= drop= is= actually= higher= than= normal= because= its= difficulty= is= a= little= great.= -----= azeroth= account= name:= firebat26233= format:=> &t;Item name=>. &t;Bonuses&t;&t;Useable classes=> Frostfang: Blackpowder Musket - +22 damage/Archer Crystal Wand - +10 damage, +15 int/Acolyte, Druid, Initiate Nagre pendant - 400 pounds, 50 hp Loot Regen/s, 1200 man/acolit, druid, Initat Psionic Razor - 800 pounds, 10% attack rate / Tampliers Loot Table By: GorbadiIronclaw Labyrinth Dungeon - Artas and Sanctuary Angela - 460 Armored Armor / Swordsman, Templars, Templars Witch Hunter Athena Target - 1400 Damage / 1400 30% Attack Speed, 120 Armor, can be used for teleportation to the hotel / All classes Duriel's Shell - 200 armor / All CClasses Megaton Blades - 1000 damage 80% chance to inflict 3x more damage / Thief Titan Aegis - 560 armor / Classes Megaton Blades - 1000 damage 80% chance to inflict 3x more damage / Thief Titan Aegis - 560 armor / Swords Life - 500 Int/Initiate, Druid, Hand of Akolit zakarum - 5000 mana, 300 int, 15% reduction of spell /Initiate, Druid, Acolyte Forgotten sewer dungeons - One - 230 damage, 30 agi / Archer Hexfire's Edge - 300 damage, 40% damage chance to inflict 3xx , 15% attack rate / Thief Iccerown in Visage - 100 all stats, 160 armor / Swordsman, thief, witch hunter necklace of seven souls - 300 int/Initiate, Druid, Stone Acolit Phoenix - 140 all stats / All classes shield of infinite flame - 120 armor, 35% Abbreviation Reduction / Swordsman, Thief, Witch Hunter Staff Staff Ages - 400 Int/Initiate, Druid, Acolyte Stone Omniorld - 100 all stats, 100% mana regeneration, 100 damage/Templars City of Illusions Boss: DopppeGanger Courtesy Green_N_DaY_DaNcE Pious Elements of Orange, so as yellow is hard to see. (Figured I would contribute because people wanted it so bad. 100% accurate compared to 1.14.) Initiate, Druid, Class Acolita Only Winter Heart / 1200 Intelligence, 80 mana regeneration. Swordsman class only grandfather / 2500 Damage, 400 armor, 60% attack speed. All Neptune's Eye classes / 35,000 hp, 30,000 man. Archer Class only Eagle Eye / 2400 damage, 60% attack rate, and 20% evasion. Swordsman, thief, witch hunter class only Patriarch / 1600dmg, 20% chance to inflict 3.5x more damage. High Templar class only Atlanta Tom / 50 mana regeneration, 1000 exploration, 8000 mana. Templar class only fate / 12,000 Damage, 300% Advanced damage, 120 mana regeneration, 30% chance to unleash Jet Sanber, deal 16,000 damage. 15% chance to unleash a plasma zamber switch, cause 24,000 damage and beat off all enemies within 400. Only one effect can be activated with each attack/spell. A few Fates only stack the damage. The thief class only tooth Belial / 4200 damage, 1200 agility, 180% Advanced damage, and 20% evasion. Dragon Fortress Bosses: Dragon Eternal Fire Dragon Endless Dragon Frost Cruel Dragon Lightning Pure Boss of Darkness: Dragon Fusion brought to you Green_N_DaY_DaNcE Since no one seems to have completed as many Imp3 Runs as I do, I realized it better if I contributed instead of waiting for someone to fill up. Good luck beating it and check out Yhto/my guide if you have time! ===== Initiate, Druid, Acolyte Class Only Hannah's Legend / 2000 intelligence, 35% spell resist, 20,000 mana, 30 second cooldown spell shield. Swordsman Class Only Wrath of the Lich King / 800 armor, 100 hit point regeneration. Swordsman Class Only Megaera's Edge / 10,000 damage, Vengeance ability which slows the target's attack speed by 10% and deals 2000 damage per second for 3 seconds. Templar Class Only Blaze's Touch / 6000 damage, 50% attack speed, 30% cleave. Archer Only Atalanta's Speed / 4200 damage, 1000 agility, 120% attack speed, 40% evasion. Initiate Class Only Raising Heart / 5000 intelligence, 3% mana regeneration, 50,000 mana. Everytime you cast a spell, theres a 70% chance to cast Excellion Buster, dealing 25,000 universal damage in a line and a 40% chance to cast Starlight Breaker, dealing [5 x Intelligence] universal damage in a huge line. Only one spell triggers per cast. Druid Class Only Reinforce / 4500 intelligence, 500 mana regeneration, 2% hit point regeneration, 20% chance to unleash Hr? svelgr which deals 18000 damage in a line, 50% chance to cast Ragnarok which deals [4 x Intelligence] universal damage in the direction you're facing everytime you cast a non-channeling attack spell. Only one effect triggers per cast. Witch Hunter Class Only Rune Sihill / 7500 damage, 200% attack speed, Mana Break ability to break 1000 mana and life with every hit. 22-07-2010, 02:40 AM #300 ไร่ปลั๊กมันนี่ใช้ต้นไม้ที่ให้ดินตามทางนะครั้บ Нет никаких монов, которые приходят через коридор (очень легко потерять). Если вы хотите знать, как убить его, что вы делаете? Если вы хотите знать, как убить его, что вы делаете?

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