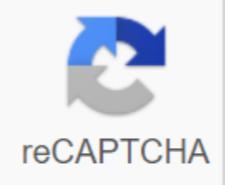


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Diablos doors messing with you, ey? In our Lost City of Amdapor Guide, you won't get shouted at by DFI! Includes boss strategy and loot list! Who said capping Soldier is not easy - did not read this Lost City of Amdapor Guide! Basics | (B1) Council Regulation (EC) No 125 Decaying gourmand | (B2) Council Regulation (EC) No 125 Arioch | (B3) Council Regulation (EC) No 125 Diablos | Lost City of Amdapor Loot ListBasicsLCOA can be solved on a quest that begins with Mor Dhona.Special Trash MobsMold Colony / Contaminated Mold / Hecteyes - this trio can often be found before the first boss. Mold colony must die first, but Tank must keep aggro in the Hecteyes in the meantime. The depraved mold can be killed by any attack. The do AoE is poison, so just let long distance/healing do it. Finally, all hecteyes remaining must be killedBaalzephon - spawned by a pack of Dirty Eye and White Magestone. I often bother what to do here.. First, kill dirty eyes. They do some damage so they pile them up and AoE them down. White Magestone should kill the second because it heals Baalzephon. (These guys are not a pity) Baalzephon must be killed if it's the last thing left. (Special Trash Mob - Mold Colony - spawns in the field before the first boss) Boss 1 - Decaying Gourmand Love to be known to us as Advanced Gobbue. This guy's pretty simple, but there's some mechanics you need to take care of. Prey - The main mechanic. The link appears to be a random non-tank raid member. In a few seconds, the target will be aled. Simply kill the Voracious Maw that spawns shortly after (Breed like Titans Heart). The consumed party member suffers serious damage, so free them quickly! AfterHe have different skills than poison. Just esuna/eeches them away. Decaying Gourmand also leaves dangerous Pollen on the ground that just needs to be avoided. Overall, a very easy boss, does not give much trouble! Boss 2 - AriochA boss starts quite differently: You can not target. There are adds (Ranch Wamoura) when killed giving a debuf that attracts the boss for you. Which is pretty much the main mechanic of this fight. Ideally, the container should be the only target of debuff. The party has to move before the Wamoura ranch dies! If you're not a tank, but your bossa debuff is called Scale Flakes and attracts the boss to you for 45 seconds. There is no aggro table, so things like provoke will not work. If you're a non-tank but attracted to your boss, it's not the end of the world. His injury isn't very large, but use defensive skills. Note that while Arioch has no goal, it heals quickly. His abilities aren't very special or hurt too much. He leaves the growing son of AE that should be avoided. Apart from that, it's not much. (Special Trash Mob - Baalzephon - spawns in the area between Arioch and the next boss ...) Boss 3 - DiablosAhh, anticipate a lot of frustration pugs here ... Ruined Omen - huge nuke that can be avoided by these doors correctly. Diablos Main Mechanic - Diabolical Gate (AKA Doors) These doors appear directly at the beginning, but wont have any significance until later. There are 4 types of doorsGreen ButterflyRed Ahriman Yellow LionBlue Gobbue Opening two of the same type during the Ruined Omen channel makes the party avoid! His other abilities aren't that remarkable. Graviball leaves a sphere on the ground that needs to be avoided. Nightmare is a mapwide Sleep. Ultimate Terror never came out, we just kept impressing that one... (I'll do this science later) All channelled skills can be interrupted (except ruined Omen). Lost City of Amdapor Also Drops Darklight Accessories (Neck, Ear, Wrist, Ring) (i7o) (7o) in all classes. Did we find any loot we didn't? Do you want to add something? Hit the comments below! Follow us on Facebook for more FFXIV updates! In this prison you have to pay etincio: 1.0 to finish wamoura first, who healgroups, the tank must be the only target the debuffparty must remove before the wamoura farm dies.2. Several chests have been faked by monsters, please quickly delete.3. The 3rd boss1:moldy flegn: he has different skills to give posion, the tank must be pulled boss away posion.the voracious maw eats the player, so the party has to change to focus on the voracious maw quickly. Boss2: Every time you kill a farm wamoura, the boss attacks the attacker, once boss flies away will with full life blood landing, so the tank should always focus on rancor wamoura, and dps focus on boss. boss3: four types of doors, opening two of the same type during a ruined omen channel makes the party avoid it.all the channelled skills can be broken up. Hello tanksters, Stark here and this refueling guide to the lost city of Amdapor Hard Mode. This is a level 60 prison, where you return to diablos' old home again. Except this time there's a new hidden evil waiting for you. Like the Antithinker, this prison doesn't run too fast as you have many blockers along the way. So sit back, calm down, and enjoy the ride. Speaking of blockers, at the very end of the first mob segment you will see a pile of unfortunate eggs blocking your way. AS DPSers attack these eggs to unlock their way, more overgrown butterflies come to attack the party. Pull these as they come to keep things under control. The first boss is an overgrown mutant wasp who spends too many lives on psychedelic drugs. All you have to do is get through a few mechanics. Neuro Squama spawns a clone of all space that charges a wide frontal cone of AoE and causes vulnerability. Turn away the boss and other players until the clone spawns, so you can completely avoid this attack. Still, get ready to move out of the way quickly if another player forgets to throw the clone right. Psycho Squama is a large rear AoE, you can ignore this tank. Toxic Squama spawns a poison sphere that is tied up to the player and creates a poison pool when it reaches him. The player must escape the sphere until he disappears. This is not aimed at the tank, so you can ignore this as well. Rinse and repeat until done. In the next area, you can use the beams of light to weaken the mob, so you can drag the item into them. The second boss is a very different king in the jungle. Considering what it's made of, it makes me wonder how he can fly. Then again, it's not like anything can surprise me in this game anymore. This boss only has a few mechanics. The Ancient Saint drops a mystical orb while the boss flies for a while. This sphere then charges up sacredly and explodes, usually abolishing the party. To avoid focusing on the attacks on the sphere, to destroy it, or at least to mitigate the damage. The Ancient Aero throws a wind globe to the ground, while the ancient stone is a globe. Players must run into these to get the pain before the spheres explode and deal half a wide range of damage instead. However, do not pay attention to the ancient Libra. This brings wind or Earth resistance to debuff the party members. Therefore, it only runs into wind spheres when there is no wind debuff, and vice versa the earth is debuff. Before the next round of the ancient Saint, a couple adds also spawns to distract him. Entertain the item while the party takes care of the sphere. Rinse, repeat, and out you go. The next mob part has some surprise magic pots waiting for you, but nothing that poses any trouble. I'm even surprised you can't throw elixirs at these guys for some secret reward. The last boss is what happens when a classic Wagner record is possessed by an angry Valkyrie from hell. Keep athena goddess here facing the party at all times. First, he will use Regen and create an area that will heal him. You're going to have to drag me out of this area to stop the Regen effect. He will then cast Cure IV. The party can stand directly with the boss to reduce the health he recovers. Cure III will cure him, there's nothing you can do about it. Defeat the boss once and phase two begins. At this stage, all healing spells will have an additional attack effect. Regen also does damage when standing in the circle. Just pull it out, like you did before. Cure IV now deals with long distance based damage focused on it. As a tank, don't bother running, but pop into a heavy cooldown and keep the ground running. Cure III Target two players with a decent splash damage Split up to avoid hitting other party members. Defeat him again and the third stage begins. Bait now summons an add that follows the target player and interrupts him. The DPSers need to kill this guy as soon as possible. The chief should now switch between healing and attack modes, as you can see through the Reverse state. Handle all attacks like you did in the previous phases. The mechanics are repeated until one of them wins. And that's it for the lost city of Amdapor Hard Mode. There's nothing like a good walk around the ancient statues that want to kill you. As always, thank you for watching and feel free to leave the like if you found this useful. Next, it's time to dance with the devil in the war-fighting triad of The Containment Bay S177. In the meantime, happy refueling and see you next time.. Born of magic, the ancient city of Amdapor lived in splendor and died of pain. As the Fifth Astral Era gave way to the sixth Umbral and the subsequent disaster, the agent of amdapor's destruction slept. Well, the seal that's lasted so long is softening like fruit full of wind, and what blind worms are writhing under the skin of the dead city? Level 50OverviewThere are several garbage mobs that you need to be aware of:Before the First Boss: Mold Colony - This enemy must die first, while tank keeps the aggro in the Hecteyes. Contaminated mold - Be careful of the enemy poison. It can kill you easily by simply hitting them. Hecteyes - The last to be killedBaalzephon - He's going to spawn a group of Dirty Eye and White Magestone. Here's how to take them: Dirty Eyes - Kill them first by getting them into a group and AOE them. White Magestone - You have to kill the next one as it heals Baalzephon Baalzelphon-The White Magestone is dead, simply attacking the enemy to take it down. Decaying GourmandThe first boss of the Lost City amdapor is pretty easy. The mechanic is pretty basic and it shouldn't give the group a problem taking it down.-The only push that everyone should be worried about is its Prey. When you see the boss casting this spell, a link appears for a random party member that is not a tank. After a few seconds of the target, the party member will be eaten. When that happens, kill the Voracious Maw that spawns soon. Once you're down, the team member that was eaten will be free.- Apart from Prey, the boss will also give Poison. The healer uses Esuna. I'm Esuna.