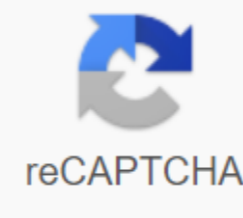




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Langrissler mobile alchemy guide

Hey there dice rollers and button mashers. We're here again to take a look at another major feature of Langrissler Mobile. This time we are going to focus on the game equipment system, another one of those features that improve your heroes. As always, we will explain the basics, then provide you with some tips and tricks. Then let's get to him! Update: We've edited the article to include new content from the latest updates. Specifically, the Guild Store. Table content I think by now you know who our favorite hero is! We will understand how to access some of the equipment and how to equip gear as it is quite self-evident. So we're going to move on to strengthening equipment and upgrading stars. Equipment Strengthening and Upgrading Star It's Hammer Time! Just like heroes, gears also have levels that improve with the help of artisan hammers (their own version of exp pots). As exp pots, we have basic, special, rare, and epic artisan hammers, which give a different amount of exp: Basic Crafter's Hammer (Brown) - Grants 30 expSpecial Crafter's Hammer (silver) - Grants 120 expRare Crafter's Hammer (Gold) - Grants 480 expEpic Crafter's Hammer (Rainbow) - Grants event map, Blackmarket, and in-store friendship (50 FP for one rare crafter's). Hey, what are you doing to a man?! Additional gear can also be used as a strengthening material, although they are provided significantly less exp: N Equipment (Brown) - Grants 15 expR Equipment (silver) - Grants 45 expSR Equipment (Gold) - Grants 150 expSR Equipment (Rainbow) - Grants 450 exp We see no point in spending SR and SSR equipment (obviously) just like the channels transfer. However, Ns and Rs are a good alternative in case you find yourself missing artisan hammers. Although, you can just transmute them into gold as you quickly learn that the costs of this game grow exponentially (Transmutation access through the bag tab and then pressing the Alchemy button in the bottom right). So use them as some last resort. Sizzling Hot Ns and Rs just basically add stats to your heroes, while SRs and SSRs provide a little more. This is the reason why we do not recommend using SR and SSR as a strengthening material. Once they reach Level 10, an additional skill or stat bonus will be unlocked. These skills and bonuses can range from direct adding percentage to specific statistics to introducing different new effects. For example, The Scorching Staff SR on lv.10 unlocks the Burn skill, which has a 30% chance of inflicting a fixed amount of damage (0.5x ATK hero) to the unit at the start of the battle. Further strengthening of gears, with a step of 10, will raise the level of Let's move on to stellar updates. As you may have noticed, the gears also have their own star rating. This rating dictates their maximum level: 1 star - level 52 star cover - level 103 star cover - 204 star level cap - 305 star level cap - level cover of 406 stars - level 50 cap To upgrade the rating of the star part of the equipment you will need a duplicate copy of it and runes. Each of the different pieces of equipment requires a specific run: Oooh, Shiny! Weapon Run (red) - for WeaponsHeadware Rune (blue) - for HelmetsArmor Rune (green) - for ArmorsAccessory Rune (Purple) - for accessories Just as with promotion class materials, the equipment of the star update materials are grown in Time Rift. You can also quickly access the Time Rift steps by offering these materials simply by clicking on them. With the War Guild update, you can now also purchase wounds through the Guild Store (bought through contributions earned through participation in the War Guild). It's actually a lot easier than waiting a day to get the farm out of the run. Not to mention the fact that participation in guild wars is not worth the endurance. Another interesting bit is that you don't need to unlock ever higher level cracks to access rare runes for sale. Yes, you can now upgrade your gear even if you haven't reached that point in Time Rift yet (sweet!). You need to unlock the very first stage of Time Rift, which offers one of the run. After that, all wounds of a certain group level will be available in the guild store. Therefore, we strongly recommend looking for a guild and actively participating in its activities. Fighting up! In addition to using duplicate copies of equipment, you can also use morale. Basically, they will serve as a substitute trick for your equipment. These perfumes are available on the store's equipment tab - Rare Fighting Spirits (for SR equipment) costs 200 Mitrily ore (received from The Goddess Trial), while epic fighting spirits cost 300 Orichalcum ore (received from the Goddess of The Court). They can also sometimes fall during the Goddess Trial running or being handed out during events. Equipment Charms Remember these coveted sets of items from other games you just spend hours farming? Those that add stat bonuses or effects once you equip a number of its parts? Well, it's pretty much the same in Langrissler Mobile, except for one tiny piece. Instead of farming for these sets, the game gave us the opportunity to create our own. Yes, you read that right, we are the ones creating sets of equipment. Now don't get too excited about the fact that we can create sets as we can't freely do our own effects. Instead, the game gave us a choice of charm scrolls to fill our equipment. These charm scrolls add two things - Stat bonuses and set effects. First, let's talk about stat bonuses. These bonuses apply randomly every time you fascinate a piece of equipment, think of it as Gacha, but for statistics. Statistics, you are given the opportunity to keep the stats rolls you got, roll again (as long as you still have copies of the enchanting scroll you use), or cancel the roll altogether. You can also replace the existing bonuses that you have on your equipment. Don't worry, you don't have to replace saved bonuses with a piece of hardware, just cancel the new enchants by pressing the X button if your previous ones are better. Full set! Next, let's talk about these set effects. You'll notice that the enchanting scrolls have 2pc and 4pc on them. To activate these bonuses and effects, you have to equip different gears imbued with the same enchantment. For example, our Levin has a weapon soaked in the charm of the Rough Sea, which adds 5% Atk and Int if you have two parts. To activate this effect, we will have to put rough sea on one of the remaining three pieces of equipment (Helmet, Armor, Accessory) or equip one that already has it. The same applies to the 4 effect, and we will have to put rough sea on all Of Levin's equipment to activate it. The best indicator for this is that the enchantment emblems glow as soon as you have at least two of them active. The bonus texts will also be highlighted as soon as you have 2 and 4 pieces active. The charms are not permanent, you can freely rewrite any charm you've imbued with on a piece of equipment. Scrolls are usually purchased in the Goddess Trial, in the store, or in some Joint Battles. Blackmarket will sometimes sell scrolls too, a variety of rarities that can cost up to 300K a piece (for rare enchants). Again, we advise you to buy them as a last resort. Rainbows for sale! They can also be bought using Mithril and Orichalcum ore on the equipment tab. Although this is a limited method, you can only buy a total of 10 special charm packages (worth 200 Mithril per pack) and 5 rare packages (200 Orichalcum) per week. These packages include 5 instances of the charm you choose. If you are in dire need of fighting spirits, this is the way to go when you want to get a special charm. Yes, it's about all the basic knowledge that you need to start strengthening, star upgrades, and charming. Now we move on to some advice and general advice. Don't be afraid to strengthen equipment N, R or SR. As we mentioned earlier the game has an alchemy function where you can transmute the equipment for gold. While this is not the only thing it does, transmuting a piece of equipment will give you back all the gold and hammers of the artisan you used to strengthen it. What it does not return, however, are the materials that you used to update the star and the charm of the scrolls. So be careful in over-pumping parts of the equipment. In any case, at least When you replace SR SR equipment SSR is good to know, all hope is not lost. So how can you pass the strengthening mats to this shiny new rainbow. Why can't we just mine them?! Another thing, as you saw in the video above, SR equipment also gives Mithril ore when transmuted. The same goes for SSR equipment, although they provide Orichalcum Ores instead. It's also a good source of eagles if you're looking to get more charm scrolls or fighting spirits and tons of SR gear lying around. You can lock parts of the equipment to prevent them from accidental transmutation In case you have a certain kind of love for a piece of gear or just want your SSR equipment protected, then you will be happy to know that they can be blocked. Locking the equipment will remove them as an option in alchemy, essentially preventing you from accidentally transmuting them. The lock can be done by clicking on the now equipped hero gear then tapping the lock icon in the top right. This can also be done on the screen to change the equipment that allows more access to lock gears, even those equipped with other characters. This method is nothing to lock the equipment for the hero currently wearing it. It is only in place to prevent equipment from transmutation. Don't waste your vouchers on equipment causing a big no-no! If you are a whale that has tons of money to spend, stay away from the equipment call. Even calling x10 (which guarantees at least two SR equipment) is a waste of your Trinity vouchers. This is because SR and SSR gears can be freely put on the Goddess Trial and even in daily event map equipment. Create different sets of equipment for your heroes We really love our Rs! you are not authorized to use just one specific set of equipment for your heroes. If you want, you can use different sets and builds for them, so you have options when the need arises. It may be a bit expensive to do, but it will be worth the investment in the long run. Just be sure to block these specific gear when not in use. The best place to farm SSR equipment, battling Dragons Lightning and Thunda! If you really need a new gear, then the best place for their farm is to defy the Dragons of the Secret Kingdom. Starting with Lv. 40 these bad boys have a chance of dropping SSR equipment. Although, we only recommend you do this if you don't have another priority at hand (promotion class, gap finishing time, etc.) as endurance costs are quite high, even in a co-op. It is also best to have a special group you can chat with during battles, since Lv.40 and above dragons are not your usual walk in the park. Each dragon also has a certain Equipment Drops: Fire Dragon - Guns, Helmets, and Armorce Dragon - ArmorsThunder Dragon - HelmetsDark Dragon - Weapon And This Is It This is for our equipment management. If you have any questions, or if we got any information wrong and also missed a few, didn't hit us in the comments section below. You can also check out our other articles about Langrissler Mobile here: A Guide to Improving The Classin-Depth LookEnchantment Guide

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