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Chaos horntail guide

Now a little before the actual battle, the party search i assumed it was the same because the boss only changed i didn't see a good reason lazy nexons needed to change the party's efforts before the real boss if you didn't know what the plox party efforts were referring to my usual horn guide before: is similar The usual HT is only 140 however CHT is 160. Being 160 doesn't ensure your survival it just makes sure that you won't miss it. Chaos of Horntail Total HP (Included. Prelim. Head): 12,380,000,000HPNow 3 stages again:Stage 1: Prelim Head (Left), 1,650,000,000HPThe Prelim Head is simple it practically equals the prelim head from the usual ht alone the damage is slightly higher and HP is raised. Left prelim head use: WATK/MATK cancelled, Suit wyverns again target black wyverns as they will use dispel, seductive, superknock back magic attacks and 1/1 HP/MP. Stage 2: Prelim Head (Right), 1,650,000,000HPThe Right Prelim Head is quite the same as the left only animated for a changed attack yet the impact of the attack remains the same. Thus WATK/MATK cancelled, suit wyverns again targeted black wyverns as they would use dispel, seductive, superknock back magic attacks and 1/1 HP/MP. Stage 2.5 BreakOnce you enter the chamber chaos Horntail rest and restructure NOT MOVING AND PERFORMING AS EXPD LEADER YOU ASK UNLESS NOOB OR THEIR DICK. Stage 3: Chaos Horntail, 9,080,000,000HPLike my PREVIOUS HT guide DIDN'T HIT PURPLE ROCK ONCE YOU ENTERED THE MAP LEAVING IT TO YOUR EXPD LEADER. Assume CHT is the same as the usual HT we start with the tail and legs. Tail Chaos Horntail, 450,000,000 Horntail Feet, 650,000,000HPThe method is the same as killing regular HT so that only has revolved over attacking the tail and melee attacking the legs and trying to survive. The once-tailed advantage and legs have been cleared the player can freely move from side to side. Tail CHT uses poison that will reach 3500 DMG which lasts 20 seconds with a 90% chance of poisoning your character as well as high touch and support from the rest of the horntail body proving it's complicated opponents. CHT legs only have physical attacks and weak debuff such as seals however still have high touch damage. So trying to get rid of its legs and tail smoke allows party members to move around the map more freely. Wings Chaos Horntail 1,350,000,000HPChaos Horntail's Wings suit green/dark cornian, heal itself and use ATK/MATK in itself. Chaos Horntail wings close hands so get rid of them Left hand Chaos Horntail, 1,150,000,000HPChaos Horntail's Left Hand is much different than the usual Horntail as it Dispels, MDEF/WDEF up, Seduce, MP drains and Curses Joystick. Joystick's curse is a new debuff against players as curse makes players loose HP when they move. Getting rid of the left hand is recommended to avoid getting rid of it again. Right-hander Chaos Horntail, 1,150,000,000HPChaos Horntail's Right Hand is again significantly different from the usual Horntail and it uses: Seal, Darkness, Joystick Curse, Seduce, WDEF/MDEF up, disadvantages and key potions, as the names of the potion keys prevent you from using any position for a period of time. Left head Chaos Horntail, 1,650,000,000HPCHT's Left head is similar to the prelim head but now has a wider range of debuff to use, CHT Left head is expected to use WATK/MATK cancelled, Summon wyvern that will get rid of you, zombies, reflective damage, 1/1, Seduce and physical attacks that will cause Right Head Chaos Horntail, 1,650,000,000HPCHT heads right again similar to that Central Head Chaos Horntail, 1,950,000,000HPCHT's middle head has a wider range of debuffs, WATK/MATK cancels, seductive, zombiefy, reverse locks, Reflective damage, 1/1, knockback, seductive. The CHT middle head only uses complex debris where npc sells goods will not work to cure. Just the coincidence of heroin, will cure debuffs that affect your character. This guide is information collected from youtube websites and videos therefore it may not be accurate in some sections but when facing CHT ready for everything because it will well care using everything available. There is no specific order to kill the body parts of the CHT just attacking the bottom of his body so moving around the map is easier. The movement around the map always comes first, everything just meh did it later. The last part of the body to be defeated is always the weakest of the arms. If there are any mistakes of my PM's plox and the pain of correcting it ... GL beat it's Accer PS, any player over 160 who is at least a normal/normal zak ht/czak and is keen to go CHT plox expressing your interest by telling one of the jr if enough people want to go there will most likely host a run. _____ 1. Three or more party members are on the 120+ 2 level. Minimum 6 people in your party ___ Find Moira in Leaf: Cave Entrance Life. Complete the search before talking to him again to trigger a Secret Medical quest for Transformation. He'll ask you to get: 1. Cornian Front dropped by Green or Dark Cornians located in Leafre: Missing Forest. 2. Skull Shoulder Pad Dropped by Green or Dark Cornians located in Leafre: The Lost Forest. 3. Crying Manon It was dropped from Manon located in Leafre: Manon Forest. Manon was re-repaired within 6-8 hours after death. 4. 10 This Difficult Dragon Skin is usually found by all colored Wyverns (Leaves) or by Drakes (Sleepywood). (Sleepywood). to @drops for more options. 5. Dagger Cornian This is made by Mos in Leafre (1 Mithril Plate, 1 Steel Plate and 1 Dagger Busted). The busted Dagger was dropped by Green or Dark Cornians located in Leafre: Missing Forest. WARNING: Once all the material is obtained, do not finish this effort until after everyone has obtained all the necessary materials for pre-effort and READY TO ENTER. _____ Head down the map and Keroben will allow you to enter (he will teleport you to the cave entrance). Please note that Moira Transformation is a recurring effort that must be done every time you leave the cave and wish to PQ (or kill Horntail) again. The cold search is about 1 hour. When your party comes in, have leaders talk to Horned Tail Schedule to start HTPQ. All members will be broadcast on the Cave of Life: Maze Room. Your only objective in this PQ is to kill monsters, grab keys, and progress to the next room. MAKE SURE 1 PARTY MEMBER STAYS BEHIND ON THIS MAP. Maze Room 1-5 Progress through the next room and drop the keys (dropped by mobs) in front of a blue orb tree portal that looks next to the character's portal. When the locks disappear, members LEFT BEHIND should see keys flown through the blue orb looking for trees in their map. There will be a delay of 15-20 seconds before it can be blamed for quotes. When gravy, have members (who live behind) talk to Stumps in the Maze Room to allow party entry to the next room. The monster in the 5th room of the maze should give you the Red Lock you need to enter the Cave of Life: Preferred Cave (by talking to the Horn's Tail Schedule). Spoiler: Reminders for Bishops and Paladins Bishop (Genesis): You and your party don't have to finish HTPQ depending on when your Bishop finds Life Roots (a random mob drop in the Mazes Room 1-5). Paladin (Holy Charges): You and your party need to progress through the entire PQ and reach the Entrance to the Horntail Cave. You'll see a little fountain on the right side of the map – click on it to collect the Holy Water of Life. The Hit Carternet Choice Cave looks for plants until lighting up, and then enters the portal. You will not be able to enter if the plants of the instinct are not illoded. Light Caves Get 6 Blue Keys dropped by Skelegons. Talk to the Horn's Tail Schedule and he will ask you to kill the rest before proceeding to the portal leading to the Hornail Cave. _____ Pre-search: 1. Moira Where 2. Moira Transformation (Refer back to HTPQ guide if you haven't already this again). Talk to Moira and choose Squad Member Badge. He'll ask you to collect: Scores of squad 1 Squad 2 Scores of Certificate Zakum Certificate Zakum Certificate Papulatum Squad 1-3 found in HTPQ from monster drops. The rest of the certificates are drops from their respective bosses. Talk to Moira again after you collect all items to receive the Dragon Squad Certificate. Please note that this Certificate allows you to skip HTPQ but not The Moira Transformation. Spoiler: Genesis (Bishop) & Divine/Sacred Charges (Paladin) ___ If you want to skip the entire text, here are all the searches that lead to getting the Genesis. Questline: 1. Robeira Books 2. Story of a Magician 3. Another Crazy Genius 4. Shammos! 5. Robeira's intentions 6. Robeira and Shammos 7. Genesis Talk to Robeira (3rd job instructor) at El Nath: Head's Residence to start Robeira Books. He'll ask you to find Wiz Librarian at Helios Tower (Library). Finish the effort and talk to him to start The Magician's Story (he'll tell you to meet Grendel in Ellinia). Complete the Magiclan's Story with Grendel and talk to him again to trigger another Crazy Genius. Grendel will then ask you to find this genius (aka Shammos). You can find it at the bottom of El Nath: Head of Residence. Talk to Shammos to complete another Crazy Genius and then talk to him again to provoke Shammos! Search. Now return to Grendel to complete the search and start the Grendel Apology Really Old. After that, return to Shammos. Talk to Shammos to start Robeira's Intention before talking to Robeira to complete it. Talk to Robeira again to start Robeira and Shammos and then return to Shammos again to begin the search. Talk to Shammos again to begin the search for Genesis. He will ask you to take the Root of Life (dropped by a monster from HTPQ). Once you get Root Of Life from HTPQ, go back to Shammos and he will eventually reward you Genesis skills. ___ Where Grail Talk to Harmonia (4th work instructor) in Leafre: Clergy Forest to start the Holy Sword of Knight. He'll ask you to find Taeng Explorer (which is on Aqua Street: A Small Wreck). Talk to Taeng to start Wherever Grail. Collect 10 Shark Denture dropped by the Sharks and then spoke to him again to get the Holy Cup. Finished HTPQ to reach Life Cave: Entrance to Horntail Cave. To the right lies the Fountain of Life - click on it to get the Holy Water of Life. Once you've finished, go to the Statue in Orbis Tower and th tower=&#gt; will give you Holy th&#gt; th&#gt; Sword and Divine Charges: BW. Spoiler: Killing Horntail 1. Recommended player level 145+ (Support can be 120+) 2. 1k+ pot (Power Elixirs or Ginger Ales recommended) 3. 100+ All Cure Potions (Horntail will spam various debuffs) 4. Pets with Auto HP/MP 5. Pet Food 6. Two Wheels of Destiny 7. Two Security Charms 8. Add-ons of Removing Stars, &#amp;Arrows Bullet 9. GFX on low or medium settings (If you forgot to lower settings in Horntail and note that the body parts of Horntail are missing/can't see chat logs or tabs, newspapers): ESC &#t; DOWN &#t; DOWN &#t; ENTER &#t; LEFT &#t; ENTER Recommended Employment/Class in Expedition: Bow Master - Sharp Eyes/DPS Night Lord - DPS Corsair - DPS Aran - DPS Dual Blade - Thorns Buccaneer - Speed Infusion, Knight's Dark Jump Time - Hyper our team collects maximum 12 members in each hor All mages should pay very close attention to their magic controllers and always have it. Note that Horntail will tempt the first person to enter the map. 1. If the first person dies and uses the Destiny Wheel, the next person entering will now be teased and this will continue until the duration of this run. 2. If the first person dies and gets a resurgence (rather than using the Destiny Wheel), they will still be the tempted player. The Destiny Wheel changed the order list. This is why Bishops should always survive and be able to heal when you are teased/resurrection upon death. Examples of seductive order lists: 1. Anyone with high HP, stand, or Dark Vision 2. Warriors 3. Thief 4. Archers / Pirates 5. Whole Bishops, just don't touch any part of the body. You'll probably die if you do it. Experimental Cave | Left Head: 330,000,000 HP Of Teased Players should climb the ropes above to tempt the minimum. Bishops must pay very close attention to the teased players (and at the same time, watch their magic guards) throughout the run. Kill all the harmful dark wyverns as fast as you can as they use dispel. Cave Trial II Senior Leader: 330,000,000 HP Seduced players should climb on the bottom rope to tempt the minimum. A similar strategy with Left Head. Horntail Cave Note: This is an arrangement of how my team killed Horntail but could differ based on different groups. blame the hidden road for weak leg 1. Legs: 130,000,000 HP If there is no Hper Body available or not quite HP orbs yet, the class revolves around (perhaps Arans and Dual Blades too) should avoid legs and climb on the top platform. Horntail can use prawns that deal with damage of around 9.4k to the player (touch damage is around 17k). By knocked into a corner with shrimp + falling stones will deal around the damage players 10-11k. Tempted players have to tie the ropes always. Warning: If a tempted player is knocked out and starts walking towards the tail, don't have Bishop following them. Wait so that the player returns or so the foot legs dead tail. 2. Tail: 80,000,000 HP Do not touch the tail at all as it handles damage of about 30k to the player. Classes revolve around being sedented for this, although melee can stand near the center of horntail / left side of his abdomen to be able to hit the tail (and not touch it). If you stand too close to the right center of his abdomen, the tail slam can knock you towards him. 3. Wings: Melee's 270,000,000 HP players need to be careful with this as mobbing skills will hit both wings and arms. If your party suffers too much damage, the arm will begin to remove (which greatly slows down the run). 4. Head A: 330,000,000 HP Heads may be killed in any order depending on the cancellation of weapons/magic attacks. Don't touch any heads - it handles the damage to 16k-20k players. The head will remove (as well as swallowed dark wyverns) on the HP. 5 is low. Head B: 490,000,000 HP The middle head will take the most time to kill. Turn on all three heads depending on the 'weapon cancel/ debuff the magic attack. 6. Head C: 330,000,000 HP Same Strategy as Head A&#amp;B. 7. Right arm: 230,000,000 HP Both arms will eliminate when at half / low HP and will tease massively when 30% HP. It is better to have Hyper Body (or enough HP orbs) and/or Bishop for better survival during the massive teasing phase. Undo the Haste buff because you will run out of back while being seduced. Hero's Will is also useful. 8. Left Arm: 230,000,000 HP Refers to Granules for Right Arm.

Fallen Dragon Khanjar Horned Tail Dragon Necklace Completes Roller Melee Skrol 60% Horntail's Force Mastery Books Triple Throw 30, Berserk 30, Blizzard 30, Meteor Shower 30, Genesis 30, Thorns 30, Maple Warrior 20, Enrage 30, Heaven's Hammer 30, Concentrate 30, Concentrate 30, Snipe 30, Smokescreen 30, Time Leap 30, Air Strike 30, Final Blow 30, Combo Tempest 30, Combo Barrier 30, Blaze 30, Rahmat Onyx 30, Venom 30, Giant Bomb 30 Potions Reindeer Milk Sunset Dew Power Elixir Where Elixir Elixir Horntail Chairman Nine Spirit's Egg Quest is stage 80+ and requires a Horn Tail Necklace and Nine Spirit Eggs. ____ Her house has a bright egg pic next to it (located on leafre's top platform next to fm). Kumo will ask you to look for Raul Knight (located at the bottom of Leafre: Wyvern Canyon). ____ He will ask you to take the Nine Spirit Egg (aborted from Horntail). Once you've got the egg (and have a pendant), go to the Nine Spirits Nest. 1. To get there, climb the rope at the top of the Leaves: The Top of the Great Nest. 2. If inside, stand on the platform under the middle of the staple and a large egg should appear. Crack open the egg using ordinary and Baby Spirit Dragon NPC Nein will appear. The Dragon will reward you 1 Dragon (used for pendant Horntail). Dragon Rock Statistics: Success Rate: 100% Arms Defense +140 Magic Defense +140 Avoid +15 All statistics +15 WARNING: Don't scroll angled until after you eggs. (This is a repeatable effort). You must have at least 1 Nine Spirit eggs in your inventory to enter this map. Talk to the Dragon Baby Spirit Nein on Hidden Road: Nine Spirits Nest and it will give you 1 Dragon Stone in exchange for 1 Nine Spirit Eggs. You can repeat it as many times as you like (as long as you have eggs), but please remember that each horn tail neck container can be eggs only once. Great credit for @Tommiache and everyone who participated in Horntail running with me! And Hidden Run for item images. HTPQ and Horntail videos will be uploaded sometime soon. Waow was so fancy. Nice guide, looks very neat and well written. Any idea if regular HTP eggs disrupt cHTP eggs? (Assuming it is a matter of 1 time on this server, it's not sure whether it is.) Beautifully made guides as usual, blue. Last edited: May 30, 2018 I loved the guide!!! Very detailed and very well written. I only have 1 question. When you list the body parts in the horntail cave, is that order you kill everything? Otherwise, can you add it? I like the guide!!! Very detailed and very well written. I only have 1 question. When you list the body parts in the horntail cave, is that order you kill everything? Otherwise, can you add it? Yes, this is the order of how my team killed Horntail. I'll check it out to define this! Any idea if regular HTP eggs disrupt cHTP eggs? (Assuming it is a matter of 1 time on this server, it's not sure whether it is.) Beautifully made guides as usual, blue. Thank you Charlie! Based on today's update: Implement the search for The Remnants of Horntail. This is a repeated version of the search for Nine Spirit Egg, so a variety of Dragon Stones can be obtained per character. Mind you that it is still unlikely to egg a few times. So this can be repeated; However, you can egg only once per smile. I will update this guide with this effort soon. EDIT: Updated The Remnants of Horntail to the guide! It is available under the Egg & guide; Pendant. Hi, can DB act as an attacker in HT? thank you. Hi, can DB act as an attacker in HT? thank you. It's pretty tough because of how hard the HT touch hits and how low our hp/range is but also because DBs isn't in the top class for If you go with a guild or friends, then you can probably be an attacker but usually a random run looking for an attacker will ask for an NL/sair/Aran. It's pretty tough because of how hard the HT touch hits and how low our hp/range is but also because DBs aren't in the top class for DPS. If you go with associations or friends, then you can probably be an attacker but usually a random run looking for request NL/sair/Aran. Thank you for your information! That helps me a lot I like the @Blue guide , it has most of the information about horntail and I'm pretty sure the newer attacker horntail will find this really useful!! Go on to make a good guide like this tho!! P.S. i regardless talon drop from HT. Ht.

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