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Rift Raid Level 5 (R5) is unique content in summoner warfare, where you can have fun with 2 other players to fight Raid Boss together. You will have a group of 6 monsters that can be placed either on the front or back with frontline monsters that get the most out of the damage and backline monsters that get a lot less. R5 gives you some of the best rewards in the game, here you will get Grinds and Enchants which will allow you to replace and increase the substats in all your runes. Georgia R5 will give you a huge boost in the power of your runes and monsters. In the following image you can see how I use Grinds to increase the power of my already powerful runes: Here are some common terms used in War summoners you should learn before reading this guide: ATB - Attack Bar (Attack Meter) Debuff - Harmful Effect Cleanse - Remove Harmful Effects Proc - Activate Skills or Rune Nat 5 Effect - Natural 5-Star Monster Understanding Mechanics of Raid Boss is the most important thing that will help you successfully build an R5 Team. Here are the important skills and passives that the R5 Boss has to know: Attacks on all enemies and reduces their attack power and attack speed by 2 turns. It puts them in an indifferent state for two turns after the attack. The rate of harmful effects activation will increase as the Raid level increases. It targets the enemy's front line and launches an attack that ignores all beneficial effects. The damage increases significantly as the target's defenses decrease. This attack will target the back line if there are no monsters left on the front line. He is outraged every time an enemy takes a turn and the skill will be activated automatically when he is outraged 16 times. It attacks all enemies, removes all beneficial effects and recovers HP depending on the number of removed beneficial effects. This attack will also stun all enemies and permanently increase the Boss's attack force. Attacks on all party members every time the boss loses 25% of HP. All harmful effects will be removed and the boss's stats will increase significantly when this capability is activated. Crush of Doom and Breath of Doom will win an extra hit each time Total Annihilation is activated. When the boss annihilates an entire group of monsters, the boss's attack speed will increase and he will begin attacking all nearby enemies. The damage of the next attack will increase depending on the number of the enemy's range. The damage will be repaired after the attack. The 3 leaders of the They will share the attack counter at the beginning of the battle using its chaotic force. Also, the boss will mitigate the hp proportional damage it receives from sharing a single HP among the 3 Head Leader Skills (Def%, Res%, Crit Rate%) Clean Attack Break Heal Block Attack Speed Slow ATB Reduce Defense Break Damage Reduction Passive Look Hit Other Not Significantly Important and Debuffs: Buff Power Attack, ATB Boost, Branding Frontline Monsters: 2-Man Frontline: 4-Man Frontline: Backline Monsters: Speed, Accuracy, & Resistance: Cleaners and Therapists: SPD: 200+ Accuracy: 15% Resistance: 70% Frontline Tanks: SPD: As Low As Possible Accuracy: 1.5% Resistance: 70% Damage Traders: SPD: 150-200 Accuracy: 15% Resistance: As long as you can without losing to damage Double Damage Frontline Dealer - A very tanky monster that provides many of the important skills. (Most of the time it will be Darion or Dias for their passive damage reduction) Frontline Tank/Backup Therapist – A very tanky monster that provides many of the important skills and heals if your cleanser doesn't heal. Main Therapist – Your main therapist should pretty much always be Colleen, provides the most important skills and debuffs with a powerful cure. There aren't even Nat 5 that are better than her as a principal therapist in R5. Cleaner / Backup Therapist – Must have an AoE cleanse on a turn 4 or lower cooldown. You should either provide backup heals or other important ability. DMG Dealer #1 - You need your damage dealers to provide at least 2 important skills. The most common skills you want to provide with your damage dealers are Slow attack speed, ATB reduction, defense break and a leader capability. (Monsters that increase damage based on the number of debuffs are very strong here, since the boss will have tons of debuffs on him) DMG Dealer #2 - You need your damage dealers to provide at least 2 important skills. The most common skills you want to provide with your damage dealers are Slow attack speed, ATB reduction, defense break and a leader capability. (Monsters that increase damage based on the number of debuffs are very strong here, since the boss will have tons of debuffs on him) Triple Damage Dealer To operate this composition of the team you need to use a 4 person front line with your tank, main therapist, cleaner and a damage dealer on the front line. The frontline damage dealer should have some tanky statistics and be in vampire runes so they can survive on the front line. Frontline Tank – A very tanky monster that provides many of the important skills. (Most of the time it will be Darion or Dias for their passive damage reduction) Main Therapist – your main therapist should pretty much always be Colleen, provides the most important skills and debuffs with a powerful cure. There aren't even Nat 5 that are better than her as a principal therapist in R5. Cleaner / Backup Therapist - Must have an AoE cleanse on a turn 4 or Cooldown. You should either provide backup heals and another important skill. DMG Dealer #1 - You need your damage dealers to provide at least 2 important skills. The most common skills you want to provide with your damage dealers are Slow attack speed, ATB reduction, defense break and a leader capability. (Monsters that increase damage based on the number of debuffs are very strong here, since the boss will have tons of debuffs on him) DMG Dealer #2 – You need your damage dealers to provide at least 2 important skills. The most common skills you want to provide with your damage dealers are Slow attack speed, ATB reduction, defense break and a leader capability. (Monsters that increase damage based on the number of debuffs are very strong here, since the boss will have tons of debuffs on him) DMG Dealer #3 - You need your damage dealers to provide at least 2 important skills. The most common skills you want to provide with your damage dealers are Slow attack speed, ATB reduction, defense break and a leader capability. (Monsters that increase damage based on the number of debuffs are very strong here, since the boss will have tons of debuffs on him) Twin R5 Teams You can run both double damage dealer and triple damage dealer R5 teams with twins (note with triple damage dealer setting you will use 2 twins in the back row with a third non-twin damage dealer on the front line). The best level 5 (R5) rift raid team you can create is a group of triple-damage twin traders for the following reasons: They are very reliable. They have faster runs than any other team competition with equal runes (Not every cheesy Katarina teams are counted because the vast majority of players don't have the runes for those teams to work on.) it will allow you to save runes because you can use the twins for your dungeon, rift beast, and TOA teams as well. Dias (Dark Death Knight) R5 Rating: 10/10 brings to the table: 30% Resistance Leader Skill Passive Damage Reduction: 15% less damage + 50% lower chance of crit 100% chance of landing Attack Break with second skill (Double Hit) 80% chance to put up Heal Block debuff with the first 100% chance of landing Defense Break with second capacity (Double Hit) Notes: Dias is the best frontline tank for Raid because it provides so many of the most important skills you all need in a monster. It is also one of only 2 good resistance lead monsters for R5. Since his base defense is so high and his passive reduces so much damage—it's easy to make him tanky enough on the front line, even for revenge or team wide stat sets like wrestling or determination runes. Darion (Light Vagabond) R5 Rating: 9/10 Brings to the table: Passive Damage Reduction: 20% less damage to your team 70% chance of landing Attack Break with second skill (Double hit) 100% chance of landing Defense Break The First Skill Notes: Darion is a great free-to-play substitute for Dias if you don't have him. While Darion is not as good as Dias to provide 2 important debuffs along with a much needed passive damage reduction. Damage reduction liabilities are not stacked, so be sure not to use both dias and Darion in the same group. Bastet (Water Desert Queen) R5 Rating: 9/10 brings to the table: 33% Defense Leader Skill 80% chance to land Attack Break for first first 75% Chance to Land Heal Block for Second Skill (Triple Hit) 75% Chance to Land Defense Break for Second Skill (Triple Hit) 75% Chance to Land Glancing Debuff for Second Skill (Triple Hit) 25% Attack Bar Increase for Your Team with a Shield and Attack Buff Notes: Bastet is basically an improved version of Xiong Fei, offers similar debuffs with a greater chance of landing them. It also provides a back up buff attack and its shield is better preserved than Xiong's healed buff. Xiong Fei (Fire Panda Warrior) R5 Rating: 8/10 brings to the table: 33% Defense Leader Skill High chance to land Attack Break for three high probability to land Slow Speed Attack for three 50% chance of landing Defense Break for Capacity One (Triple Hit) High Chance to Land Glancing Debuff for Capacity Three Provides a small amount of backup healing Notes: Xiong Fei is great as a second special frontline tank because it provides a very important leader skill and tons of debuffs. It's good to use when you don't have runes to leave your therapists, cleaners, or damage tank dealers on the front line yet, but once you have good enough runes you will replace Xiong with an extra damage dealer. Fedora (Water Death Knight) R5 Rating: 7/10 brings to the table: 25% Defense Skill Leader Backup Clean up the 5-turn cooldown 100% chance of landing Attack Break with second skill (Double Hit) 80 % chance to put up Heal Block debuff with the first 100% chance of landing Defense Break with Second Capacity (Double Hit) Notes: While Fedora provides a good amount of important skills & debuffs I do not recommend building it, because Xiong Fei is just better and is fusible. Many players will kick you out of their R5 run if you use Fedora instead of the best frontline tanks. Colleen (Fire Harpu) R5 Rating: 10/10 brings to the table: 70% chance of landing Attack Break for first skill (Double Blow) 100% chance of landing Heal Block for second skill (Triple Hit) Decent Heal me 3 Turns of Attacking Power Buff Notes: The reason Colleen is the best Raid healer is that it provides 2 of the most important debuffs in a very reliable way because of all the multiple hits giving her the debuffs multiple opportunities to be applied. Because her first skill puts up the most important debuff for R5 (Attack Break) you can build it with Revenge runes to make sure that Attack Break is always up to the boss. Praha (Oracle Water) R5 Rating: 9/10 brings to the table: 41% Resistance Leader Skill 50% HP Heal Notes: Praha's 41% resistance leader is amazing because it significantly reduces stat requirements for your monsters. The 50% HP cure is also big enough giving you a ton of conservation and allowing you to build Colleen for full revenge or group stat rune sets instead of Violent. She also has great statistical base so it's easy to make her tanky enough for the front line. Mihyang (water sky dancer) R5 rating: 9/10 brings to table: backup semi-clean bracket 50% chance of putting up Glancing Debuff for the first skill Notes: Mihyang's backup cleanse will keep debuffs from your team more often, which will not only give your team more survival, but will give your team more damage by keeping their attack break. The backup heal is also great for more support, allowing your Colleen not to have to be violent. Chasun (Wind Sky Dancer) R5 Rating: 7/10 brings to the table: Powerful heals with Buff Attack 50% chance of putting up Glancing Debuff for the first skill Notes: Chasun can be used as a frontline tank therapist, but she's not as good because she doesn't provide many important skills or debuffs and takes too many turns adding to the stun meter bosses. Amarna (Light Anubis) R5 Rating: 10/10 Brings to the table: Cleans your team and heals for 30% for 4-turn cooldown (It will also revive a dead allies incase someone on your team dies) 50% chance of blocking treatment for the first skill (Double Blow) 50% chance to put Up Defense Break for First Capacity (Double Hit) 60% Chance to Put Up Branding Debuff for Second Capacity (Triple Hit) Notes: Amarna is the best Raid healer because it provides a cleanse and powerful heal all to a monster, while also bringing some important debuffs along with the rare Debuff Branding to speed up your runs significantly. It also has a fuse revived built into its third capability that could save your run if your frontline damage dealer dies. Amarna is also a smart therapist/cleanser because it won't use its third capacity unless your team is low on HP or has debuffs on them. Lisa (Fire Neostone Agent) R5 Rating: 9/10 Brings to the table: Cleans up your team and works with 2 allies that adds more damage and reduces their recharge times by 1 turn. (In a 4-turn cooldown) 50% chance to put up Glancing debuff for the first skill (Double Hit)

Notes: It may seem like Lisa doesn't bring much, but you have to realize that when working with other monsters in your team you apply the debuffs to their first skills and then also have their second and third skills back faster. Lisa is one of the best cleaners for some R5 team comps. Nicki (Dark Occult Girl) R5 Rating: 9/10 Brings to the table: Cleans your team and heals based attack power on a 3-turn cooldown 35% chance of blocking treatment for third capacity (5x Hits) Backup Power Buff Attack for third skill Notes: Nicki is a great R5 because it has a cleanser that also only heals in a 3-turn cooldown. Her Heal also cures damage dealers of a huge amount because she heals based on attack power without HP. Nicki is a semi-smart therapist/cleanser because she won't use her heal/cleanse if your team needs it, however sometimes she'll use her third skill if she's out of cooldown, even when your team needs a heal or cleanse. Nicki also provides the important Heal Block debuff and a backup Buff Attack for when the boss films your Buff Attack from Anavel (Water Occult Girl) R5 Rating: 9/10 Brings to the table: Cleans your team and heals based on attack force in a 3-turn cooldown 50% chance to Defense Break for third capacity (Triple Hit) Notes: Anavel is great for the same reasons Nicki is only the difference is that she brings Defense Break instead of Heal Block and doesn't have the backup Attack Power buff. For these reasons Nicki is a little better than Anavel, but it is very close. Jamire (Wind Dragon) R5 Rating: 8/10 Brings to the table: Cleans your team and refreshes your cooldowns teams so they are ready to be used. (5-turn cooldown) 70% chance of putting up Attack Break in second capacity. Notes: Jamire is the only cleanser you can get away with having on a 5-turn cooldown due to its cooldown renewal, which will give you much more support because your therapists will have cured their support copies. I would however consider using a second cleanser or Mihyang as your therapist. Jamire is also great because he has a very tanky statistical base which makes it easy for him to tank the front line. Delphi (Wind Undine) R5 Rating: 8/10 brings to the table: Cleans your team and gives immunity buff for 2 turns, also cures for 15% HP in a 4-turn cooldown. 50%-80% chance to put up Attack Speed Slow debuff for the first skill Notes: Delphi is a very good cleanser because it also provides some cures so you don't need a second therapist and the immunity buff can sometimes come in handy to prevent debuffs from going to your team. You should be able to get its crit rate at about 40%+ which means you'll also get another 19% off the crit leader ability making the slow earth attack speed quite reliable. Konamiya (Water Garuda) R5 Rating: 8/10 Brings to the table: Cleans your team and gives them a small 15% HP heal in a 3-turn cooldown Fills a team member's line of attack for second skill Notes: The reason Konamiya is so great is his cleanse is in a very short cooldown and heals also so you don't need a second therapist in your comp. Melissa (Wind Chakram Dancer) R5 Rating: 10/10 Brings to the table: 60% chance of putting up Attack Break for second ability 60% chance to put up Defense Break for second skill Tuesday skill failure increases by 10% for any harmful effect on boss Notes: Melissa is the best R5 damage dealer, because not only does she bring 2 major debuffs, but she also does insane damage because her third skill gets a huge buffs damage from all the debuffs for the Raid Boss. Sabrina (Boomerang Water) R5 Rating: 10/10 brings to the table: 60% chance to put up Attack Break for capacity two (Triple Hit) 100% chance to put up Heal Block for capacity two (Triple Hit) 60% chance to put up Defense Break for skill two (Triple Hit) 75% chance to put up Defense Break for the ability a 35% increase in damage for herself and the Chakram Dancer Notes: Even after the twins nerf Sabrina is one of the best damage dealers for R5, because because Bringing 3 of the most important debuffs together is huge damage and an increase in damage to your Chakram Dancer. Talia (Water Chakram Dancer) R5 Rating: 8/10 brings to the table: Self-Cleans debuffs for the ability of two 50% increased damage when HP bosses are below 50% for her and the Boomerang Warrior Notes: Talia is good, but her sister's wind is better for R5 because it really doesn't bring anything but damage to the table. Melissa the Chakram wind will also do more damage than her in Raid most of the time, while also bringing significant debuffs. Talia 2's ability will also add an extra stack for Rageful Roar bosses. You'll also want to build Talia with sheer damage to your dungeon teams, but if you want to use it in raid you'll have to sacrifice some damage to make it a little tanky to survive from the back line. Hwa (Rakshasa Fire) R5 Rating: 8/10 brings to the table: 19% Crit Rate Leader Skill 80% chance to put up Slow Speed Attack for first skill (20% chance to Double Hit) ATB REDUCTION by 25% on all skills (20% chance to Double Hit) Notes: Hwa is one of the best and most common damage traders for R5 because it is the only good crit rate leader for Raid. It also provides 2 of the rarest major debuffs you need for a successful R5 team. Xiao Lin (Water Kung Fu Girl) R5 Rating: 8/10 brings to the table: How do I make dmg dnd content list. Oct 07, 2019 However, the content sharing limit applies only to campaigns in which you have enabled it. If you're in another campaign where someone else has content sharing turned on, then that's not counted for campaign 3. It would count to the limit of three of this person's campaign. Also, your unlocked content will still be shared in this campaign. Dec 28, 2019 How to make a DMG file on a Mac. One way to save or group files on a Mac is to create a disk image. A disk image is a file that has the properties of a separate hard disk or CD and allows for a longer password. How do people make homebrew content stylized like official books? How do people make homebrew content stylized like official books? I've noticed that there's a lot of 5e homebrew content that looks like it was made by coast wizards, so I was. 100% chance to put up Attack Speed Slow with a second capacity 80% chance to ATB Decrease by 50% with a second ability 50% chance to put up Defense Break with the ability of a Third capacity does huge damage that increases by 15% for each debuff for the boss. Notes: Xiao Lin is similar to Melissa where she brings a lot of damage to with multiple important debuffs. You can also use light, dark, or fire Kung Fu girl as a substitute if you don't have water one. Wind Homunculus (Whirling Wind Path) R5 Rating: 8/10 brings to the table: 50% chance to put up Heal Block with first skill (Triple Hit) 100% chance to put up Slow Speed Attack with Second Skill (Triple Hit) 100% chance to put up Defense Break Break Third Capacity (Triple Hit) 100% Chance to Put Up Branding with Third Capacity (Triple Hit) Notes: The Homunculus Wind provides tons of great debuffs including super rare Branding that will make your run much faster. The problem with him is that he is not as much damage as some other damage traders and by building the sacrifice having the Homunculus Water that is much more useful. Stella (Water Assassin) R5 Rating: 7/10 Brings to the table: 70% ATB reduction for third capacity 75% chance to put up Defense Break for first capacity 100% chance to put up Branding and Silence with second skill (Double Hit) Notes: While Stella is out shone by some of the other damage dealers I mentioned above, Having at least one person at your raid party with a Stella would be optimal to make sure you have Branding for boss. Also, while silence doesn't work for the boss at all that does dose is to add another debuff to the boss giving you Melissa, Xiao Lin, and Brandia's extra injury. Brandia (Fire Polar Queen) R5 Rating: 7/10 Brings to the table: 100% chance of putting up Attack Break with the second skill 100% chance of putting up Glancing Hit with the second skill 55% chance of putting up Defense Break with the first skill Tuesday capability does huge damage increasing by 30% for each debuff for the boss. Notes: While Brandia is great the thing about her is that in most team comps Xiao Lin is simply better. Xiao Lin just does more damage by providing debuffs that aren't covered as much by your supports. Mei Hou Wang (Fire Monkey King) R5 Rating: 6/10 Brings to the table: 33% Defense Leader Skill 100% chance to put up Defense Break with second immune ability to bosses stuns and wins 200% Attack Power after hitting 10 times Notes: Mei Hou Wang is good as a semi-injury dealer and frontline tank. Because of its large statistical base and its self-preservation it can easily tank the front line, even in a damage trader build. His passive making him immune to stuns and gives him tons of attacking power makes him a decent third frontline injury dealer when you need 33% defensive leader ability. Argen (Wind Vampire) R5 Rating: 6/10 brings to the table: 100% chance of putting up Attack Break with second ability 100% chance to put up Slow Speed Attack with second skill Has some self-preservation for first skill Tuesday skill does very good damage and increases by 25% for each debuff for boss Notes: Argen is a great free-to-play (F2P) damage dealer who can replace Hwa or Lin up to get them. Dec 18, 2017 Borderlands 2. All Discussions Screenshots Artwork broadcasts video News Guides Reviews. For example, the pimpnel gains almost twice the damage that goes from level 50 to 55. If I read the wiki correctly. Weapons level exponentially with each level. This is probably the most difficult issue young players will have to deal with leveling the OP levels. Borderlands 2 weapon dmg dmg close to lvl 4 power. July 11, 2016 But how important is the level of a gun, really? I am lvl 33 and an lvl 18 legendary shotgun is more effective to me than any of the lvl 33 green ones I have. What does the x mean after the damage to the stats (e.g. If it's a multiplier why the hell don't they give you the multiplying value? the only problem with argen is its debuffs aren't as good and its damage is lower as well. Here are some key team lineups that you can use. if you really want to build the best possible team for your game stage I recommend you check out our Ultimate Evolution Guide. Go in depth on what are the best teams to use for all stages of the summoner war, from super reliable early game teams to end the game's speed teams. (We even cover some crazy twin speed groups that will allow you to use the twins for Dungeons and Raid so you don't have to build and rune tons of different monsters for PvE) This group is a great starting team, safe and doesn't require strong runes. Frontline: Dias (L), Xiong Fei (L) Backline: Colleen, Konamiya, Hwa (L), Xiao Lin Replacements: You can replace Dias with Darion, but you won't be able to use the resistance leader if your other two partners don't have it. You can also replace Konamiya with a higher rated cleaner. You can also replace either Xiao Lin or Hwa with Argen if you don't have any of them. This group will be faster run times, but it will require better runes to be as reliable as the safe example of the team. Frontline: Dias (L), Colleen, Konamiya, Xiao Lin Backline: Hwa (L), Stella Replacements: You can replace Dias with Darion, but you will only have 1 leader skill option. You can also replace Konamiya with another cleanser that heals as well. You can also replace one of the damage dealers with fire money and put him on the front line by moving Xiao Lin to the back line. You can also replace Stella with another damage dealer like Wind Homunculus. Rift Raid Level 5 (R5) is the most effective way to increase the power of your runes and monsters after you have cultivated a good amount of GB10 and DB10. Being successful in R5 comes down to having a team composition that has multiple sources of each major debuff along with the other requirements mentioned in the article above. Once you have a good team composition you need to make sure you build your monsters with the right runes and stats, in Ultimate Guide I analysis exactly how to rune each monster R5. Add Fei to your monsters! Fei (Dark Kung Fu Girl) is a great pvp-aggressor with great arena leaderskill in War Summoners. Fei is one of the best pvp 4 star natural monsters in the game, thanks to 24% of the leaderskill speed attack in the arena and its third ability that can ignore the defense. Remember that he is a dark monster, he will not look so Fei will face great damage with the third skill. It's a lot. Often, with attack force and attack line buffers like Galeon and Bernard. Its second ability will remove beneficial effects (one per hit and the ability has two hits). Use fei in the arena both defense and attack, as well as in Guild War or Siege Battles, where it can be very useful in 4-star max bases. PvP oriented: Rage/Blade - SPD / %Crit damage / %ATK or %ATK / %Crit damage / %ATK Violent construction: Violent/Nemesis - SPD / %Crit damage / %ATK or %ATK / %Crit damage / %ATK In depth statistics on Fei could be recovered in SWARFARM Speed CRI Rate CRI Dmg Resistance Accuracy 102 15% 50% 15% 0% 5 10 Awakening Bonus: New Skill: Get [Dark Dragon Attack]. The non-awakened form increases the attack speed of the monster ally in the Arena by 24%. It attacks the enemy with concentrated energy and reduces the enemy's defenses by 1 turn with a 50% chance. Shadowless Kick is reactivated with a 30% chance. Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Damage +10% Lv.5 Damage +10% Attacks the enemy 2 times with quick kicks to remove 1 beneficial effect at a time. (Reusable in 3 turns) Lv.2 Damage +10% Lv.3 Damage +10% Lv.4 Damage +10% Lv.5 Cooltime Turn -1 Hits random targets 4 times with the power of darkness. Each hit has a 25% chance of ignoring the target's defense. If this capability is in recharge, you have a 25% chance of fighting back when attacked. (Reusable in 5 turns) Lv.2 Damage +10% Lv.3 Damage +10% Lv.4 Damage +10% Lv.5 Cooltime Turn -1 You can get Kung Fu Girl from Light & Dark Scroll , Temple of Wishes 12 Devilmons/Other Kung fu girl needed to feed all the skills of Fei (Dark Kung fu girl) Counter - Dark Dragon Form Form Stars Attack Defense Hp Awakened Min: 227 Max: 386 Min: 185 Max: 315 Min: 3.2 40 Max: 5 ,520 Awakened Min: 309 Max: 525 Min: 252 Max: 428 Min: 4,425 Max: 7,500 Awakened Min: 420 Max: 714 Min: 34 2 Max: 582 Min: 6,000 Max: 10,215 Unawakened Min: 206 Max: 351 Min: 182 Max: 309 Min: 2,835 Gone. Download xcode xcode 3.1.4 dmg. Max: 4,815 Unawakened Min: 280 Max: 476 Min: 247 Max: 420 Min: 3,855 Max: 6,540 Unawakened Min: 381 Max: 648 Min: 336 Max: 571 Min: 5,235 Max: 8,895 by Summitters War Last updated for 2020-02-29 2020-02-29

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