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Langrisser mobile weapon guide

Oh there are dice rollers and button mashers. We have here once again to take a look at another main feature of Langrisser Mobile. This time we're going to focus on the game's equipment system, one of those features that improves your heroes. As always, we will be explaining the basics so offer you some tips and tricks. Let's get it then! Update: We've edited articles to include new content from recent updates. In particular, guild stores. Table of contents I think so far you know who our favorite hero is! We'll do away with how to use the equipment part and how to equip gear as that is quite self-explanatory. Therefore, we are moving on to strengthen devices and star upgrades. Strengthen the tool and upgrade the star it's hammer time! Like heroes, gear also has levels that are better using Crafter's hammers (this version of XP Pots), exp like pot, we basic, special, Rare, and epic crafter's hammers, which gives different amounts of XP: Basic Crafter Hammer (Brown) - Grant 30 Especial Crafter's Hammer (Silver) - Grant 120 Expriar Crafter's Hammer (Gold) - Grant 480 Exp Crafter's Hammer (Rainbow) - Grant 2000 exp These hammers are generally derived from dev tests, map events, blackmarket and at the Friendship Shop (50 FP for a Rare Crafter). Hey, what guy are you doing? Additional gear can also be used as material strengthening, although they grant significantly less exp: N Equipment (Brown) - Grant 15 Expr Equipment (Silver) - Grant 45 expSR Equipment (Gold) - Grant 150 expSSR Equipment (Rainbow) - Grant 450 exp We don't see the point in wasting SR and SSR equipment (obviously) just as gear feeds. However, NS and Rs are a good option in case you find yourself lacking in crafter hammers. However, you may want to turn those into gold because you'll quickly learn that the expenses in this game are increasing rapidly (the transmutation is accessed via the Bag tab, then by tapping on the alchemy button at the bottom right). So use them as some kind of last resort. Sizzling hot! NS and Rs just basically add figures to your heroes, while SRS and SSRs offer a little more. That is why we do not recommend using SR and SSR as a strengthening material. Once these reach Level 10, an additional skill or stat bonus will be unlocked. These skills and bonuses can be outright by adding percentages to a particular stat to introduce various new effects. For example, the scorched staff SR on Lv.10 has equipment burn skills, which features a 30% loss to a certain amount (0.5x Hero ATK) for a unit when the competition has a chance to start. Further strengthening of gear in wage increases of 10 will increase skill levels. Let's proceed to the star upgrade. As you may have noticed, Gears also has its own very star rating. This rating determines their maximum level: 1 star - 52 star level cap - 103 star level cap - Star Level Cap - Level Cap 305 305 - 406 star level cap - you'll need a duplicate copy and run of a piece of devices to upgrade the star rating. Each of the pieces of different instruments requires a specific rune: oooh, shiny! For weapon rune (red) - WeaponHeadware rune (blue) - for helmetsarm rune (green) - for armourssary rune (purple) - for accessories such as with square advancement materials, equipment star upgrade materials are cultivated at the time crack. You can also quickly access the time rift steps that offer these materials by simply tapping on them. With Guild War Updates, you can now also buy runs through the Guild Store (purchased using contributions earned through participation in Guild Wars). It's actually a lot easier to wait a day to farm out runes. Not to mention it costs no stamina to participate in the wars of society. Another interesting bit is that you don't need to unlock all the high level of rifts to reach a rare run on sale. Yes, it's now possible to upgrade your gear, even if you haven't yet reached that point in the time crack (sweet!). You need to unlock the crack phase for the first time which provides one of the runs. After that, all runs of the special level group will be accessible in the Guild store. Therefore, we highly advise looking for a society and actively advise to participate in your activities. Marshall up! In addition to using duplicate copies of devices, you can optionally use Marshall Spirit. Basically, they will serve as replacement hunting for their equipment. These spirits are available on the store's Equipment tab — Rare Marshall Spirits (for SR Equipment) costs 200 mithril ore (derived from the goddess test), while epic martial spirits cost 300 Orichalcum ore (derived from the goddess test). They can also sometimes leave the goddess during test runs or are handed over during events. Remember to set those iconic items from tool magic other games you just spent hours farming for? Those that add stat bonuses or effects once you're equipped with several pieces of it? Well, it's almost identical in Langrisser Mobile except for a small tidbit. Instead of farming for these sets, the game gave us the strength to make our own. Yes, you read that right, we're going to create tool sets. Don't be too excited about the fact that we can create sets, because we can't make our impact independently. Instead, the game gave us a selection of magic scrolls to impress our devices. These magic scrolls add two things - stat bonuses and set effects. First, let's talk about those stat bonuses. These bonuses are randomly applied every time you spell a piece of equipment, think of it as a Gacha, but for statistics. Now, you are given the option to save the stat roll, re-roll (as long as you still have copies of the magic scrolls you're using), or cancel the roll altogether. You can also change existing bonuses on your devices. Don't worry, you have to change the saved bonuses is not forced A piece of tools, cancel out the new magic by tapping the X button if your previous ones are better. Full set! Next, let's talk about those set effects. You'll see that Magic Scrolls [2pcs.] and [4pcs.] hammered on them, with a corresponding stat bonus or impact. To activate these bonuses and effects you have to equip you with different gears equipped with the same magic. For example, our Levin has a weapon filled with rough sea magic, which adds 5% ATK and INT if you have two pieces [2 pcs.] equipped. To activate that effect we will put rough seas on one of the remaining three pieces of equipment (helmet, armor, accessory) or equip one that already has it. The same [4 pcs.] goes for impact, we must put rough seas on all of Levin's devices to activate it. The best indicator for this is that the magic symbol flashes once you have at least two of them active. The texts of the bonus will also be highlighted once you have 2 and 4 pieces activated. Magic aren't permanent, you can freely overweld whatever magic you've already imbued on a piece of equipment. Scrolls are usually obtained in goddess testing, at the shop, or in some joint battles. Blackmarket will also sometimes sell scrolls of different rarity, which can cost as high as 300k a piece (for rare magic). Then, we recommend you to buy these as a last resort. Rainbows for sale! They can also be purchased using mithril and oricalcum ore on the Tools tab. Although this is a limited method, you can only buy a total of 10 special magic packs (cost per 200 mithril per pack) and 5 rare packs per week (200 oricalcum). These packs include 5 copies of the magic you choose. Unless you desperately need martial spirits, it's the way to go when you want to get a special charm. Well, that's all about the basic knowledge you need to strengthen, upgrade the star, and start enchanting. Now we will proceed with some suggestions and general advice. Don't be afraid to strengthen the N, R or SR equipment. As we mentioned earlier there is an alchemy feature in the game where you can move devices to sleep. However this is not the only thing that will give you back all the gold and crafter hammers you have used to strengthen it as a piece of equipment is crossed. However, it doesn't return, you're the content used for star upgrades and magic scrolls. So be ware in overly pumping a piece of equipment. In any case, at least when you're swapping an SR device for an SSR it's good to know that not all hope is lost. Since you can move strong mats over that shiny new rainbow. Why can't we just mine these?! Another thing, as you've seen in the video above, gives the SR tool even mithril ore when rupit. The same goes for SSR equipment, although they offer Orichalcum Ores instead. It's also a good source of ores if you scroll more magic or martial spirits Looking for and and Sr. is lying around tons of gear. You can lock pieces of equipment to prevent them from accidentally moving if you have a certain kind of love for a piece of gear or just want to preserve your SSR equipment, you'll be happy to know that they can be locked. Locking a piece of equipment will remove them as an option in alchemy, essentially preventing you from accidentally transferring them. Locking can be done through tapping on a hero's currently equipped gear, then the lock icon can be pressed on the upper right. This change can also be made on the tool screen, which allows you wider access to gear lock even by people equipped by your other heroes. This method, in any way, does not currently lock the tool to the hero who wears it. This is only to prevent devices from being moved in place. Don't waste your vouchers on tool summons big no-nd! Unless you're a whale who has tons of money to spend, stay away from equipment summons. Even x10 summons (which guarantees at least two SR devices) is a total waste of your Trinity vouchers. This is because SR and SSR gear can be cultivated independently in goddess testing and even in daily equipment map events. Create different tool sets for your heroes we really love our bucks! You don't have to use just a particular set of tools for your heroes. If you want, you can use different sets and create for them so you have options if needed. It may be a bit expensive to do but it will be a worthwhile investment in the long run. Just be sure to lock these special gears when not in use. The best place for farm SSR equipment is by fighting dragons lightning and Thunda! If you really need new gear then the best location to farm them is by challenging the dragons of the secret realm. Starting at Lv. 40 these bad boys have a chance of leaving the SSR equipment. However, we only recommend you to do this if you have no other priority at hand (finishing class advancement, time crack, etc.) as the stamina cost is quite high, even in the co-op. It's also best to have a dedicated group you can communicate with during the battle since Lv.40 and Dragons above aren't your usual walk in the park. Each dragon also has a specific set of droplets of instruments: Fire Dragon - Weapons, Helmets, and Amorse Dragon - Armourthder Dragon - Helmetder Dragon - Weapons and it's about it for our tool guide. If you have any questions or if we have any information wrong and also missed something, hit us in the comments section below. You can also see our other articles about Langrisser Mobile here: Class Advancement GuideIn-Depth Lookerment Guide Guide

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