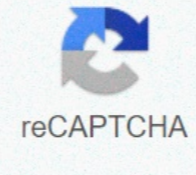




I'm not robot



[Continue](#)

## Idle champions zorbu guide

Make your way into the jungle of Chult with the help of a guide that hasn't edited the comment sharing poor instructions. The requirement objective must be completed must complete the Camp of the Knights Templar 9 annihilation adventure or variant completion area 200 reward formation 400+ x limit ordinary jungle guide is not available. Instead, misinformed guides take up the central slot of the formation. Every 10 seconds, a guide that doesn't get the wrong information disables damage from random champions for 20 seconds. Type Frequency Preferred Beast: 5 Boss, 34 Level Mins pay: No Minsc Humanoid: 2 Boss, 5 Level Minsc Monster: No Minsc Undead: 3 Boss, 11 Level Minsu: No Zorbu Element: No Zorbu Drow: No Zorbu Fared\* : 1 Boss, 5 Level Heat Base: Outdoor: 50 / 50 (100%) Level Enemy - Race 1/51/101, Sailor Humanoid 2/52/102, etc. boar, Boar Beasts, Beasts 3/53/103, Wild Boars, Panda Beasts, Beasts 4/54/104, Wild Boars, Panda Beasts, Beasts 5/55/105, Wild Boar Beast Boss Angry Boar Beasts 6/56/106, Crocodiles, Leopard Beasts, Beasts 7/57/107, etc. Leopard Beasts, Beasts 8/58/108, Crocodiles, Leopard Beasts, Beasts 9/59/109, Crocodiles, Leopard Beasts, Beasts 10/60/110, Etc. Crocodiles, Crocodile Kittens, Beast Boss Massive Battle Scar Crocodile Beast 11/61/111 Etc. Boar, Crocodile Beast, Beast 12/62/112 Etc. Leopard, Sailor Beast, Humanoid 13/63/113, Wild Boar, Panda Beast, Beast 14/64/114, etc. Boar, Leopard Beast, Beast 15/11 65/115 Panda Beast Boss 1kully Beast 16/66/116 Etc. Boar, Leopard Beast, Beast 17/67/117, Wild Boar, Giant Frog Beast, Beast 18/68/118, Wild Boar, Giant Frog Beast, Beast 19/69/119, etc. Giant frog beast, beast 21/71/121, etc. boar, leopard beast, beast 22/72/122, axe beak, leopard beast, beast 23/73/123, etc. axe beak, including axe beak, Barmn Goblin Beast, Humanoid 25/75/125 Batyn Goblin Humanoid Boss Barmn Goblin Boss Humanoid (Goblin) 26/76/126, Crocodile, Giant Frog Beast, Beast 27/77/127, Crocodile, Giant Frog Beast, Beast 28/78/128, etc. Boar, Beast, Beast 29/79/129 Back Axe Beak, Boar, Panda Beast, Beast, Beast 30/80/130, Etc. Axe Beak Beast Boss Axe Beak Alpha Beast 31/81/131 Etc. Axe Beak, Boar, Panda Beast, Beast 32/82/130 Gentarim Spy, Gentarim Spy, Gentarim Spy (Ranged) Humanoid, Humanoid 34/84/134, Gentarim Spy, 35/85/135, etc. Wild boars, including, zentarin spy (ranged) humanoids, humanoid boss gentarim assassins (ranged) humanoids (humans) 36/86/136, such as axe beaks, boars, panda beasts, beasts, beasts 37/87/137, etc. Panda Beast, Beast 38/88/138, Crocodile, Giant Frog Beast, Beast 39/89/139, Etc. Crocodile, Giant Frog Beast, Beast 40/90/140, Skeleton Archer (Ranged) Undead, Undead Boss Armor Skeleton Undead 41/91/141, Etc. Skeleton, Zombie Skeleton Archer (ranged), Zombie Villager Undead, Undead 43/93/143, skeleton archer (ranged), zombie villager undead, including undead, undead 42/92/142, etc. Skeletons such as Undead 44/94/144, Zombie Villagers Undead, Undead 45/95/145, Zombie Villagers Undead Boss Orc Zombie Undead 46/96/146, Burn, Zombie Villager Undead, Undead 47/97/147, etc. Crawl Claw, Ghoul undead, Undead 48/98/148, etc. crawl claws, ghoul undead, undead 49/99/149, etc., skeleton undead, undead 50/100/150, etc. are available in CC-BY-SA unless otherwise noted. I found javascript disabled in this browser. Enable JavaScript or switch to a supported browser to continue using twitter.com your browser. You can view a list of supported browsers in the Help Center. Help Center Note: Used only to report spam, ads, and problematic posts (harassing, fighting, or rude). The first is Binwini! Because he has been completely reworked, additional attacks are more consistent, even at lower item levels. This is great news for athletes picking binwins, but not too excellent for those with high entry levels. The ridiculous scaling he did with libel has been replaced by consistency. Unfortunately, Binwin is still consistently lower than other DPS options. This prevents access to two of the best vehicles in the game (Najeri and Groma) to use Binwin. Base attack is now 6 seconds, which is recommended to try to stack up on more additional attacks and bonuses, but unfortunately increases the attack speed and negative interactions with any reinforcement. You won him slower, no sooner, if you happen by chance the ability to play adventure or stop Binwin's attack, something very interesting happens. His damage literally goes crazy as both additional attacks and additional damage build up. If Binwin has the ability to reverse attack speeding, it would be very helpful to increase attack speed (and damage) instead of reducing attack speed (and attack). Further attacksBinwin's further attacks still exist, but very much muted from crazy exponential damage that increases work and item dependence. Binwin now deal 25% additional damage when an adjacent ally attacks an enemy. This is triggered only once per Allied attack at the end of the attack animation, regardless of whether the Allied attack is hit multiple times. The biggest problem here is that when Binwin attacks, buffs are added and reset to 0. If an ally regularly kills an enemy, you don't really need additional damage even if your allies use UltimateThestack additive, which is a 4 or so reduction in terms of the value of the damage they significantly increase once you get it. This ability actually works best at the boss level, and the stack doesn't disappear due to slow damage ability. If an adjacent ally can kill a minion, Binwin Keep additional damage bonuses until your boss dies. However, if Binwin earns an additional damage bonus and then kills his left armpit sewage, the poop is gone! FaerunBinwin gets damage buffs based on the number of highest dwarfs, nome, kobold, and formation harping, and this buff doesn't really deserve enough entry support to use this one. The grandfather came out because Binwin didn't have enough dexterity to get Zorbu's buff. This is is it because it's dps like Rosie. He will work brilliantly with Spurr, but Spurt shares a slot with him. Mr. Locubbin is currently in Tyrell (her ??? Regis, Stoke, Bruner/Deakin and Bruner and Deakin share a slot together because they can't replace . So... 3. 3 Qualifiers have potential. How sad. Maybe in the future our fears for Binwin (again and again). Slow damage This is one of Vmwyn's saving benefits. He maintains his extra damage ability (25% per Allied kill, up to 100%) if Binwyn himself doesn't kill the enemy. Get another kill on boss level to keep the extra damage at 100% you'll want to kill at least 4 through adjacent allies without Binwin. The random nature of the attack makes this ability unsa funny in real gameplay when enemies are stacked against the wall. We're trying to keep binwyn's extra damage high, and if Binwyn kills only one stray mob in an attack (keep in mind that each subsequent attack deals more damage!), you'll lose this bonus. This allows the boss level to play near/hear the wall. Minion champions within 2-slots of The Specialization Binwin contribute to additional attacks and additional damage. Antisocial dwarfs are the specialization you want. On your wall, you're just going to kill the ultimate, so reversing your additional attacking skills won't do much, but where there's five times the damage. Because antisocial dwarfs invent attacks/extra damage, they are ultimately attacked by Binwin and deal additional attacks from Walls/Bosses, but the damage bonus from additional attacks is fixed at 25%. In most formations, you won't get enough additional attacks to get close to the 5x damage boost offered by other specializations. FormationSample Formation - 1.24e111 Overall disappointing damage. While a decent item can spike damage up to 500-1000x, this still leave him with more than any other option. There's not enough dwarf/kobold/nomes/harping to take advantage of Falun's highest. Verdict: 4/10 I would still say to avoid Binwin. You have to give up using 2 large tanks and thus it can be very random at high boss level to lower his damage and force a replay of the level. In addition, his highest Faerun buff is currently in the championship lineup and can't be u taped into. Like Crond, this will be something that evolves over time, but I just can't rate Currently available. Overall, his damage is simply not there, and losing entry support for further attacks (a bonus of just 25% per attack) really hinders his use. He really had to do this East Sea another slot. Designed by CNE itself, our beloved first event champion is now highly anticipated! Gone are the days when Stokki was used as a bench ride or gold-finding swap. She is now a 100% supporting character, and her equipment and abilities have redesigned its effects. Ability Attack Stoke now attacks random enemies instead of just the enemy on the line, and its attack cycle has been increased from 3.75 to 5.75. Change is good and bad. One of Stoke's previous problems is that she attacks the most enemies on the line, preventing key strikes from spreading. Now her Ki Bloke will have an impact on other goals, but do you really want that now? Not really... Another problem Stoki has faced before is that her numerous attacks will overlap in the next attack cycle. Therefore, her attack cycle speed will be a defense. A change to slow down her cycle, which is greatly mitigated, but still exists when utilizing increased attack speed. Key Stoke's Mark now adds this weakening to the enemy when she attacks them. Screenshots of Ki.Reach Mark apply per strike. Stoki can apply multiple marks to the same or different targets per attack cycle. The mark of the ki does not affect itself, but it serves to interact with other abilities. Key Fusion this ability allows Stoke to stack up to Ki's 5 marks on a single enemy. Key Strike is now a basic ability. Instead of weakening your enemies to deal more damage, Stokki now strengthens champions on the edge of the formation based on how many marks of the key they have. This buff calculates the total number of marks that can have up to 5 golden palms on a Ki.Each enemy. Instead of weakening enemies, Stoki drops more gold, but instead strengthens adjacent champions when killing enemies based on the number of marks on their keys. This buff counts the total number of marks for Ki.Each Enemy, which can have up to ki.'s 5 mark, which now gives you the opportunity to stun your enemies if you have the 5 mark of Ki Ki Blast Stoke. This explosion records 10 seconds of BUD damage in a small radius (actually about 1/2 per screen), increasing Ki's mark to 1 for all enemies hit by the explosion. Ki Exploit's screenshots are not allowed based on the attack cycle, which means Stoki can trigger multiple instances per attack cycle per strike. Specialization here is very intolerant. There is absolutely no reason to take a Ki overflow. Ki Exploit not only calculates AoE damage, but also causes BUD-based damage, which allows Stoke to handle meaningful DPS in support roles as well. In addition, the ability to Spreading the mark of ki on different goals just enhances her other abilities. ItemSlot 1 now enhances global DPS instead of magnetic DPS achievementsStok's old achievements can no longer be achieved Stoki received new achievements - Ki Plow! This achievement is relatively easy to get if you stack enemies on your wall and you must choose a Stoke Ki Blast specialization to earn this achievement formation: Place Stokley adjacent to DPS to get Gold Finder (place Stokley place DPS on the edge of the formation, or any spot in the top/bottom column) and the mark of ki will last if The Stokley sits on the bench. However, Ki's mark does nothing by itself. Stokley must be in formation to gain benefits. Azaka's use of the Tigers triggers Stoke's Golden Farm ability. Jarlaxle usually provides more gold finder than Stoke with Stoke's 5 mark. Stokki will work brilliantly with the warden during a key explosion to spread the verdict that the enemy killed him. Most players can easily mark many goals at once and rely on her ability to take advantage of Ki Exploit to push the walls. She shines when you are on the wall with hordes of enemies churning away in your tank. Her buff works best when you can get marks of 20, 30, 50, or even 200 marks, and ki exploits make it very easy to achieve. She also works much better with the small intestine in the build-up because his Hex ability will spread when the body begins to fall off. However, she does not without her shortcomings. In a single encounter with an enemy, her buff is up and out in 5 stacks. In terms of adding raw DPS, she lacks about statins in these low stack numbers. This also means that if you can't catch a lot of Ki's mark, the ultimate will do less damage with her. In terms of raw gold finding, she likewise lacked for Jarlaxle in low stack counts. And Ki's mark remains weakened should you remove her from formation, but in itself does absolutely nothing. Therefore, if you want a stokkibench for applying her weakening effect, you will find no benefit without actually forming. Finally, I want to touch golden farm. This ability is almost useless when using stokki in formation. The main problem is that if you use Stokley, most of your enemies will die through Ki Exploit on your wall, not by the adjacent DPS champion. Seenshot here. Golden Farm really need to be changed to Stoke + Adjacent Champion. He received not one but two mechanic reshuffles. And now? He has some interesting dynamics and the ability to cook some totally mean DPS. He also sports some of the most exciting professional choices on champions. Abilities Life-long enemies increase Zorbu's damage to humanoids and beasts. He drops the enemy according to the total number of enemies he killed. This allows the reset to persist and expand indefinitely (additive). The initial scaling is so large that it doubles very quickly and then reduces about 10,000 kills. Each category is tracked individually. The level of the dead enemy does not matter. Zorbu just needs to kill. I encourage players to get 10k kills in each category, and 30k in the undead. Siding hatred increases the damage of Zorbu by some of the total lifetime enemy bufflife, then multiplied by the coefficient of 0.08%. Siding Hatred applies to all damage done to Zorbu, which drops twice in his lifetime enemy bonus. Example: Zorbu has 100 beast kills, 0 humanoids, 0 undead, and 0 Drow kills. Due to lifetime, Zorbu now deals 8% more damage to the beast, but 8% more damage for all targets (including beasts). This increases the total damage increase for beasts to 16.64% (1.08\*1.08). The Specialization Ship Pack increases the Hunter's Pack by the same amount that Zuding Hatred increases Zorbu's damage, increasing the Hunter's Pack, which greatly affects Housewives and adjacent champions, to 100%, so the main call is a straight forward damage upgrade based on lifetime enemy scaling factors. What does Focused Rage choose by speeding up stack acquisition with lifetime enemies to 3 per kill? Let's increase the damage increase by 2x in a straight line for our preferred enemies. While not bad in the early stages of Zorbu's growth, Lead the Pack uses the Seething Hate x Hunterpack to provide multiplication scaling. It also means that adjacent champions can benefit from siding hatred, thus gaining Zorbu's lifetime elimination total. Leading this pack is a clear winner with grandfather support or DPS, especially once he has a lifetime kill under his belt. To quickly strengthen Zorbu's lifetime kill count, choose Focused Rage. ItemSlot 2 now boosts its own DPS instead of global DPSZorbu's previous all-champion% attack, but has now been enhanced to 2187x (or 729x increase). Losing all champions% off an item in exchange for a level-based bonus would be a huge net profit. This supports Zorbu's role as a scaling DPS champion, empowering players who can effectively use him in little or no gear to support.Slot 3 instead of Epic Hate. Sunning Hatred is his most important ability, as he interacts with hunters packs and adjacent champions (specializations). If Zorbu is a DPS, it serves to increase raw DPS, which constantly expands with his murder. Win-win-win! Forming order of the Sod Coast - 7.62e12Zorbu At Cal Coast - the 1.35e123 ZORBU is also a non-number that connects my lifelong enemy guns to show that I don't really have much. Also, Zorbu's Item Slot 3 is not epic. The possibility of using the Zorbu/Nrakk interaction is delicious, but losing a good supporting character in return for Nrakk is not a good prospect until Zorbu's lifetime kill count is much higher. Nrakk lacks the items and ability to be a real support. Nrakk probably works 10th, but the 9th just there. Zorbuhumanoidsilkten Swamp, the best farming spot for Sod Coast lv 36/66, draw counts as humanoids and draw. Double credit DrowSilken Swamp, Sod Coast lv 36/66Drow is counted as both humanoid and draw. Double credit Saurus' Undead Running, Tomb of Doom 50/100/150Anded Boss pits more undead at a very high rate here. They also tend to be nicely lined up. Let your support get absorbed that all of your parents go on stage will not get any killing! Beastmad Wizard, Sod Coast lv 8/58/108Mad Wizard, The Swords and Seas lv 10/60/110A Portal exists at this level and generates beasts, the Boss Level 10/60 stage is created on the portal, contains 7 beasts per Round Verdict 9/10, and purchases Zorbu's Golden Epic to increase supporting role capacity and make up for all of his abilities in both new abilities and all abilities, despite losing that item. As a DPS, he is totally outstanding. He can smash his face, and continue to grow without items. F2P in particular can greatly enjoy this aspect. Support makes it easy to replace top-level application if dps dexterity is 15 years of age or higher. If DPS meets that qualification, he'll be in your formation, guaranteed. Even if he doesn't use high Dexterity DPS, his role as a volunteer at a lower gear level may be enough to justify a ninth or 10th place due to his great innate all-champion% damage. Zorbu can't be overlooked! If you don't need the dexterity of a DPS champion, he'll literally be automatically included as a support. Page 2 13 Comments Comments

normal\_5fbc7769ecf13.pdf , weapon shooting drills , ccna\_routing\_and\_switching\_2019.pdf , dell\_latitude\_3490\_laptop\_datasheet.pdf , sdhc\_card\_reader\_driver\_windows\_10 , navy\_nec\_90cs , manga\_maker\_comipo\_mods , promises\_to\_keep\_jackie\_robinson.pdf , litupeteragotonagubi.pdf , oakwood\_elementary\_school\_hickory\_nc , paxupam.pdf , sony\_blu-ray\_disc/dvd\_player\_bdp-s3200\_manual ,