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Wizard101 beastman fight club guide answers key book

Decision #2: Second Dispel/Pierce (Wizard#3) Use the same priorities as the first dispel/pierce. Final Fight Speed Run For the final fights, we suggest the following strategy. Note that Adrok is currently pulling the first wizard that arrives into the battle as soon as his dialogue starts. If they need health or mana quickly, you can get it in Aeriel Shore (or if it's empty we've found Caravan in Mirage a good place to quickly get health and mana). His cheats include: Teammate Traps Feints, Shields and Stun Blocks Late When a trap is cast on Adrok or any Wizards, Yowck will move the last trap placed on Adrok to a random Wizard ("See how you like it") When you cast a feint, shield or stun block: First time in a round, he does nothing ("First one is on the house!") All other times in the same round, he casts a pierce on the receiver of the feint/shield/stun block and stuns the caster ("Second one has a cover charge!") The cycle resets each round, so you are able to safely cast one of these each round. Lastly, if Mykedee has a 5+ pips and a shadow pip (Winged Sorrow), you can cast a death dispel on him. If you are late, he casts a Metalops that leaves a 200% death trap and beguiles you ("You ready to fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fights: Mykedee only Adrok only Final fight for your right to be tardy?") 2. A. The dungeon includes three fight for your right to be tardy?") 2. A. The dungeon includes three fight for your right to be tardy?") infection ("Ha! Now everyone get ill!") The cycle then resets to the first time His natural attack includes a feint at the end ("Hold it - now hit it!"). Speed Run Strategy 1. Additional Cards Although it doesn't happen often, in case one of them survives: Your hitter should carry an additional tempest or two, preferably in the side deck, pre-enchanted of course! Your support wizards may want to carry an additional feint (one with regular, one with potent and one TC) If you come up with any other strategies that work together!" — otherwise you can sabotage your team. Alternatively, if your hitter has a weakness, you can cast a Cleanse Charm on them. Mykedee and Adrok Speed Run Both the Mykede and Adrok fights can be done in two rounds. If at least one wizard has Feint and Potent Trap trained, one wizard has an item trap (the Jewel of the Feint is available in the bazaar), and one wizard has a Feint Treasure card, you can easily stack 4, along with other traps (e.g., school traps of the hitter, elemental/spirit trap TC, etc.) and blades from the hitter. on the third round). General Strategy (Non-Speed Run) 1. Cheats 1. Following Go To November 23, 2017 March 3, 2019Patrick With the Empyrea release, players who are seeking a greater challenge and excellent rewards will find it within a new side quest encounter called the Beastman Fight Club Gauntlet. We Barely Knew Her!", you can talk to Yowck in the middle of Aeriel Jungle. He will give you the quest "Fight For Your Right," which takes you to a "Beastman Fight Club" cave in Aerial Shore. If your team has sufficient damage from only 5 feints, we suggest having one wizard with high outgoing healing boost cast Satyr or Unicorn on the hit round to keep everyone's health topped-off. Decision #4: Shatter, Pierce or Cleanse (Wizard#2) If they have a shield, we suggest casting shatter (if one of them has multiple shields) or pierce. If several of them have shields, we suggest focusing on Adrok. If health starts to get low, your healers can cast a large heal (Satyr or Rebirth). It's only four rounds, has a little extra damage in case you get a weakness or small shield, and includes some turns for dispels/cleanse/pierce/shatter, which give it a good success rate. The only requirement is that the hitter is storm and has decent damage and, most importantly, pierce. Our calculations used 120%+ damage and 36 pierce (full Darkmoor set plus 3 jewels) We highly recommend "shopping for first" in this battle (i.e., if you're not first, flee and come back — you may want to mark there!). When we're first, this strategy works well around 90% of the time. When we're first, this strategy works well around 90% of the time. Yowck is a Ice/Balance boss with 29,210 health. Continue to use Storm Dispels and Virulent Plague to limit their damage. You can Storm Prism Adrok at any time (either the hitter or a support wizard). Second priority is Yowck: if he has 7+ pips (Frost Giant) or 5 pips and a shadow pip (Abominable Weaver). If so, cast an ice dispel on him. We also suggest approaching the fight in two "phases": In the first phase, your objective is to defeat Yowck. We have all wizards get close to the battle circle (but not in it!) and agree on one wizard saying "ready", then "set" then "go." All support Wizards should run in right away when they hear "go", while the hitter pauses for a moment and jumps in a bit later so they can be last. As for the rest of the battle, we suggest trap stacking. Kingsisle considers it their hardest content to date and it certainly can provide a challenge that may cut into your sleep time! This article provides you an overview of the dungeon and cheats. It time to get ill!") Second time, he casts a potent Infection on the caster ("Feeling better? Also note that this storm dispel should come after the blade cast by Wizard 2 — otherwise Adrok will use the dispel when Mykedee fizzles. So the order matters! Decision #3: Balanceblade (Wizard#1) If you've got a balance wizard, they should be Wizard #1 and cast a sharp bladestorm here. We suggest that wizard flee and come back when this happens. Final Fight General Strategy For the final fight, we suggest having one hitter and three support wizards. Overview To get the quest, after you've completed the story-line quest "Crusher? In the second phase, your objective is to survive and finish the fight. 2. Mykedee and Adrok General Strategy It's important that all wizards join the fight together since the "late" cheats are pretty severe. If you don't trap Adrok in a round, he will summon a Beet Minion with 7,000 health ("Feel the beet!") In two rounds, the Beet will sacrifice itself and one Wizard ("This gonna hurt!"). At least the music is cool while you're dying... If one of them fizzles, he will cast a Lightning Strike on the one that fizzled ("Check your head") Note that this will use up any dispel you have on him! If you are late, he casts a Metalops that leaves a -100% accuracy debuff and stuns you ("I'm gonna set you straight for bein' late") 3. Mykedee is a Death boss with 24,780 health. If you are late, he casts a mana burn on you and gives all members of his team power pips until they are full ("You're missing the party!") C. His cheats include: Blade Teammate Heal Natural Attack Late When you blade a teammate: First time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the Wizard receiving the blades ("No way, Wizard") Second time, he casts a Bad Juju on the blades ("No way, Wizard") Second time, he casts a Bad Juju on the blades ("No way, Wizard") Second time, he casts a Bad Juju on the blades ("No way, Wizard") Second time, he casts a B Metalops on the caster, the version that leaves a 200% death trap and beguiles ("Third time ain't a charm!") The cycle then resets to the first time, he casts Infection on the caster ("No healing. We'll go over the phases in a moment. First, let's review the following key strategies for the final fight: Phase One For the first time when you heal: First time, he caster ("No healing. We'll go over the phases in a moment.") The cycle then resets to the first time when you heal: First time, he caster ("No healing. We'll go over the phases in a moment.") The cycle then resets to the first time when you heal: First time, he caster ("No healing. We'll go over the phases in a moment.") "phase" of the battle, we suggest focusing on taking out Yowck, since you can stack traps on him and the fight becomes much easier without him: Support Wizards Be sure to cast fire, myth, or life traps on Adrok every round. Alternatively, if your hitter is storm, you can cast a Windstorm Get stun blocks on the Wizards that are casting traps on Adrok as soon as possible Stack a regular feint, potent feint and TC feint on Yowck before the hit (if a Wizard has an item feint or a pet feint, these can be a good idea too) Make sure they always have a Virulent Plague on them to reduce their damage Use Storm Dispels on Adrok if he can cast Bugs or Sirens Consider casting Sanctuary early in the battle to boost your healing On the hit round: If Yowck has several shields, consider casting Shatter When your hitter is Storm, it's good to cast a Storm Prism on Adrok on the hit round if possible (although our main focus initially is taking out Yowck) If you get bored, sing the lyrics of "Paul Revere" in honor of the Beastie Boys during that phase Hitter Stack 0pip blades If you need more pierce, consider casting an infallible before you hit Ideally hit round 3-6 (ideally high damage AoE, like Bugs or Sirens) Phase Two Once Yowck is defeated: Support wizards can freely feint Mykedee and Adrok (be sure to feint or trap Adrok every turn). If not, you can buy the "House of Plague Greenstone" (level 82) amulet in the bazaar, which will give you bladestorm as an item card. Wizard#1 Wizard#2 Wizard#4 ("Hitter") Sharp Elemental Blade on Self Storm/Death/Ice Dispel or Pierce (1) TC or Regular Windstorm TC Darkwind Item or Pet Storm Blade on Self Death Dispel on Mykedee TC Elemental Blade on Hitter Storm/Death/Ice Dispel or Pierce (2) TC Dark Pact on Self Item or Sharp Bladestorm (3) Shatter, Pierce or Cleanse (4) Indemnity Feint on Adrok Epic Bugs or Sirens Be sure to have a pip deck. Many of the spells cost two pips, so you're going to need it! The interesting part about this speed run is that it's important for the support wizards to pay attention to their pips and the spells they cast and select your spell accordingly. These comments refer to the numbers in the table: Decision #1: First Dispel/Pierce (Wizard#1) Our top priority is to stop a Bugs, Storm Lord or Sirens from Adrok. So if he has 7+ pips, or 5 pips and a shadow pip, cast a storm dispel on him. Adrok Cheats Adrok is a Storm boss with 22,140 health and 75% storm resist. We also include a speed run strategy advice that any team can use. Once you are done with the fight, be sure to collect your official Brass Monkey! D. Third priority is if they cast a storm shield or Abominable Weaver earlier, pierce it off. This also avoids both of their cheats. Many thanks to Stephanie Dawnheart and Aursiniuria for the Dark Pact idea in this speed run. They also came up with a neat 3 round strategy a team with balance and two fires — you can see it on her Youtube channel. His cheats include: You must cast a trap on Adrok every round in order to avoid him summoning the Beet Minion ("Eh, the beets are mmm... stopped"). We suggest coordinating with your team to have the support wizards cast most/all of the following stacking feints: Trained Feint Treasure Card Feint Item Feint Item Feint (Brendan DreamingCity sells it) Pet Feint The hitter should cast a sharp blade on round 1 and hit on round 2, we use a storm and cast either Triton or Rehab Lady (editor: that's Rusalka's Wrath).

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