

I've been thinking that I ought to produce some content that explains how to run the chaos shelter. There is no such thing as infinity, nor is there any mystery. It functions similarly to a brief tutorial in that it offers direction and assistance to individuals who are having difficulty managing the chaos shelter. First things first, I want to make sure that the Merc is in working order. I make use of the preventative measures. It has 20 cracks and shell damage, and you have many defense options available to you. To acquire the sword of life, you must first obtain either the crown of the rebel or the crown of the durian shell thief.



I want him to always be in front of you, in front of the crowd, just in case it gets crazy or crazy. You run the risk of being overwhelmed by a large number of monsters, so you need him to be in front of you at all times. It seems to me that the best way to heal him would be to move the left mouse button with the left mouse button. As I previously stated, you want him to live. When the indicator turns yellow, simply popping up one of them will ensure that they continue to exist.

When I move, I always click and hold the left mouse button. As I mentioned before, he is going to turn into your tank. You are only concerned with preserving his life and ensuring that he can continue to stand before you. In my opinion, first vitality, then dexterity, and finally strength are present in almost everything. Her resistance is always at level 91, regardless of what armor or other protection you may need to use. Then, with regard to the apparatus, um, well, let's see what else I've got.

To clarify, I mean that cheap D2 items will use the assassin or trap skill helmet for any and all calls

1. I put it on Daryl's face and wear it there
2. Extra credit is awarded due to the rapidity with which the skill attacks
3. Because it gives a negative 30 or 70 to launch resistance, or something along those lines, I inserted it and put a railway pull symbol inside of it to improve my fire resistance
4. This helmet is actually very good for your mercenaries and should be used by them whenever possible
5. Because I work hard to maintain my magic, spirit, and shield while farming, the talisman is simply an addition that grants me a skill, increases the rate at which I earn cash, and reduces the amount of magic I use
6. That is to say, you have the option of employing a trap with either two or three claws, such as a J claws or a Bardock
7. The body of the defiant Sheldon comes highly recommended by me

20 is, so it follows that these are very good as well

1. Other types of helmets To be honest, I have a few circles
2. This is an excellent source of information
3. There is a small amount of life and mana on the trap
4. Then this one only has three traps, which means that these boots are equally as good as the others

For instance, this pair is very good, but it does not possess the same magic as this one; consequently, I have been making very good use of the cat's eye. Well, the faster rumble sound has improved both the attack speed and the defense, and then the faster cash rate is also very good. Overall, these two changes have been very beneficial. I just found out a few days ago that I didn't use it, and then I got my SOJ, and then some little guys wanted to find a magic, but as I said before, there are discoveries of coal red and magic. This is excellent work. In this instance, the crow frost is present simply due to the fact that it cannot become frozen, and then there is the belt, or the gold package. See this page for more magical shenanigans, and keep in mind that I want to amass 433 magical discoveries, 146 attack speeds, 75 Romwell Professor points, 36 hit rates, 90 cash rate points, and 40 total points. After that, I improved one of these abilities. Er. I am referring to certain individuals and the weapon lock. If D2R items use two claws, and some people like to run the shadow warrior master, I really don't like her because it's like the shadow, or she imitates you. If you use two claws, and some people like to run the shadow warrior master. If you can only set up five traps at once, then your rotation will be thrown off if she sets up the next trap before you have finished setting up the previous five traps. The shadow master is a very capable individual, it seems like she has a lot of strength, but I'm not sure. Simply put, I believe that they always end up dead.

I really have no idea. I like to refer to them as flying crab monsters that are capable of sucking bananas. They have a yellow appearance, and for some reason I always imagine them to be warriors or something else. I really have no idea. You will have to use the flame shock wave to take care of them because they are immune to lightning. After that, I will take care of the pit master by shocking him with an electric net. I can't remember their names, but they are always resistant to lightning. I've heard of them being referred to as 'doomsday warriors.'

You are unable to use the flame shock wave on the pit master because they are resistant to fire; however, your lightning trap will be effective against them. On the other hand, I'll toss [buy D2R items](#) into the charging bowl in addition to the shock net. Lightning Sentinel and Death Sentinel are not utilized by our organization. These are going to be your primary ambushes. In most cases, you will use between three and four lightning centuries.

I don't think I overlooked anything, but if you find a staff member like an amulet or a belt that has transmission costs, you can transmit and jump over the river flame. Uh, yes, I meant that. You are free to go to the safe haven in the chaos if you so choose. However, the river flame is comparable to the level 85 zone, so you should not be concerned. If you so choose, but all I care about is getting the message across. If your transmission costs run out, it will be expensive to repair it, so I will say this regardless: make an effort to locate the amulet or the staff. It is going to get better.

Lightning does not affect stranglers in the same way that it does them. So in order to shock them, D2 items use my fire. I will get rid of them right away. They are all immune to fire, which means can set up three traps and two quartz explosions to take care of them. Because these things are so annoying, we've given them the name "doomsday warriors."

Similar to these other individuals, use flame shock waves to attack them. Because they are immune to lightning, I plan to attack them with shock waves generated by flames. We put it on the shock waves because these guys are immune to fire. Then my darkness is just that I don't know what he is doing. Man, my trap just takes out everything. The vast majority of the time, I don't even use shadows that aren't visible. Simply put, I just convert and use my explosion. Because it can transform into my bus, there is a possibility that it will transform into an adversary. This is to the benefit.

In addition to that, I believe that they gave me the most challenging mod. They are by far the most challenging mo. They always give you the onboard mod, but they gave me the one that was the hardest to complete. It's possible that they are like this. They are immune to fire, so instead of using the flame shock wave, you should use the electric shock net. These individuals, I ought to convince them to change their minds.

He is unaffected by both lightning and fire. He is both the fire and the ice of Jesus. You can clearly see that he is unleashing lightning. It would be to everyone's benefit if I allowed my Merc to find him because he is shooting

lightning. We are going to use the death century, let the corpse explode, and let Jesus deal the damage after that. This is the lightning century, which is similar to 1 to 5000, but it covers the years 1 to 2000. You just want to keep up with the speed as the electric shock net goes from 1 to 1600 flame explosions, then 22 to 2600. These individuals are unaffected by lightning in any way. They cannot stand it. I'm at a loss to explain the depth of my pain. What came to pass? He is up to speed.

Steady Run