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Afk arena faction tower guide

Comments Share Conquest floors of the Tower of Esperia (aka Tower Faction) provides the player with a number of great awards. Most of them are Gold and Enhancement tokens. But for each player on the fifth floor is rewarded a significant amount of Essence Hero and for each 10th floor a special reward. In addition, for conquering every 20 floors of all 4 towers, the player is rewarded with an additional prize, which can be claimed from the section of the campaign quests. Main Rewards Floor Reward Amount 1,3,6,8 200k 2,4,7,9 200 5 800 10 360 11,13,16,18 200k 12,14,17,19 200 15 800 20 6 21,23,26,28 200k 22,24,27,29 200 25 800 30 360 31,33,36,38 200k 32,34,37,39 200 35 1000 40 30 41,43,46,48 240k 42,44,47,49 240 45 1200 50 360 51,53,56,58 240k 52,54,57,59 240 55 1200 60 12 61,63,66,68 240k 62,64,67,69 240 65 1500 70 10 71,73,76,78 240k 72,74,77,79 240 75 1500 80 12 81,83,86,88 300k 82,84,87,89 300 85 2000 90 10 91,93,96,98 400k 92,94,97,99 400 95 3000 100 60 101,103,106,108 400k 102,104,107,109 400 105 36 mil 110 15 111,113,116,118 500k 112,114,117,119 500 115 3600 120 18 You will still get Gold and Common Enhancement Tokens from non-listed floors. 125 40 mil 5 130 15 135 3600 5 140 24 145 48 mil 5 150 15 1555 4000 5 160 90 165 4000 5 170 15 175 4000 5 180 90 185 4000 5 190 15 195 4000 5 200 90 205 4000 5 210 15 215 215 215 4000 5 220 90 225 4000 5 230 15 235 4000 5 Higher Floors rotate rewards alternately as listed below. Ending with 5 (245, 255 and so on) to 360 4000 5 OR 10 Ending with (240, 250 and so on) 90 OR 15 Ending with 5 (245, 255 and so on) after level 360 4000 5 Additional Awards Additional awards Additional rewards are granted for conquering 20, 40, 60, 80, 100 and so on on the floors of all 4 factions of the tower. And these rewards are really great because they consist of mythical gear with a preset faction bonus. In addition to the adventures of Time Peaks, this is the only source of a guaranteed fraction of specific mythical gear. Floors Reward 20 4 pieces Legendary Gear 40 60 80 100 120 160 180 180 200 Materials to upgrade the mythical outfit to the mythical 220, and then every 20 floors Materials to update signature elements of level 21-30 Community content available according to CC-BY-SA, if not otherwise stated. In this guide here I want to show you a few teams builds at the AFK Arena that work very well and will give you an extra boost. I know you're probably not all heroes, but you can also use this as a strategy to plan which heroes you're going to level up and climb. Updated tems with current meta! You'll find the best teams in the sections: PvE/Campaign PvP/Arena Faction Tower Guild Hunt Twisted Realm Bosses Best Team Campaign (PvE) In AFK Arena Strongest Team (Keith P2W) Without any doubt, this is the strongest team to use in the campaign map with Talene as the main carry. Seh can't die and will be reborn all the time while the other heroes will cycle through their ultimate. In a hurry Ezizh will keep the enemy team closed so they will never use their ultimate while your team uses crows control all the time and it is impossible to kill this team. The downside is obviously it's impossible to build this team without spending a lot of money on the AFC Stargazing Arena. Follow PvE Team This team is not as strong as the one above, but you can actually build it easier with only 2 Hypelestial faction heroes, Mehira and Hazard. It's not exactly an F2P team, but it'll be a lot easier to get if you spend money on the AFK Arena without going in. Hazard is your hero to wear here with Arthur polishing his crits up. Mehira will draw a ton of health and energy during the fight and pop her ultimate many times while Lucius keeps shielding and Rosalina do the entire team cycle through the ults very quickly (depending on what the hero has the highest rating). Very strong PvE (F2P Friendly) teams now we get into commands that you can build as F2P This team uses Eironn to pull enemy heroes together and get them into a Safiyas blast that can eliminate all of them and debuffs them strongly. Rowan will help keep your team alive with his potions, which also work when he's down and Lyca buffs your team while Tasi works great to control the crowds in that lineup. Dimon turns out to also make a great combo with great survivability and you have Toran cheese as well with Ferael keeping the opponent the ultimate slower and Nara breaking the insane ultimate. You've probably heard of this installation team here called Toran Cheese, and it also uses Eironn pull and a group of enemies, but unlike the above setup using Toran so they will go into his retribution skill and get massive return damage and can be destroyed very quickly. It is also a popular team setup that is designed to get the most damage out of Gwyneth. Arthur buffs her stats, Rowan polishes the team and keeps alive while Rosalyn will keep Gwyneth cycling through her ultimate as often as possible. Talene is a good choice if you get it mythical (perhaps like F2P with an emphasis on Stargazer for some time getting just her). Alternatively, you can run Estrilda or Hendrick instead of Talene for a full team of positive effects and pushing enemies away. Basic PvE Team (F2P) Here are the best teams that most F2P players have success with and you can run them up to the most recent chapters of the campaign map, the last ones will get squishy with lots of RNG, but you can beat. This team combines a grouping of enemy heroes with Eironn and a huge blow from Belinda. Make sure Rosalina follows Belinda in your installation or she won't work! Rowan will keep team alive and positive effect and Lyca will also give a very solid positive effect. Fast and pure killing, not relying on long battles. This setup got a lot of momentum with Elder Tree stacking, and you need a Face's signature element to damage this lineup, with keeping enemies from creating energy and controlling crowds of Rowan and Tasi. Eironn also takes a huge part of the damage here, but this setup can lead to timeouts against tracks that have a long-term setup with healing and shielding. The most classic F2P lineup here is with Lucius shielding and Ferael keeping enemies from creating energy. Rowan keeps the team alive and amateurs and Arthur gets the most extra polishing done for Gwyneth, who is causing major damage. Solid line-up, but without Rosalyn sometimes just misses that big hammer blow burst from Gwyneth's double final. Teams up to Chapter 30 These teams here are standard teams for the middle of the game, but won't really run higher than Chapter 30 Lucius does the shield and Rowan heals while Fox pull out one of the enemy heroes and helps break through the shield when you face the lineup with another Lucius. Ferael helps keep the enemy's energy level lower, and when Shemira uses her ultimate you usually get the enemy team down. The problem with this lineup is that the above Chapter 30 Shemira just won't have enough damage anymore to get the enemies down. This lineup here works well well with Rosalyn getting Belinda to use her ultimate double for a high-damage blast while the Fawkes carry out one enemy and Lucius keeps the shield in your team and Rowan maintains with potions and polishing. The best PvP teams I always update this list are based on the latest Legends Champion season by using and winning speed teams. It is currently the most successful PvP team with the highest winning rate. It is also quite nice to build actually with a decent number of normal heroes and Ezizh from the Challenger store. You have a lot of healing from Talene and Rowan and Ezizh and Tasi have closed the enemy team very well. Possible alternatives here: Switch Talene with Saurus, Athalia or Wu Kong Super is a viable team with Talene who can't die and keeps getting stronger and healing all the time. Octros can destroy several enemies and reduce their haste using its freezing effect. Athalia can easily snipe out one enemy while Ferael does reduce enemy energy generation and Nara will also snipe the other back line here. Possible alternatives here: Switch Orthros with Thoran Switch Talene with Wu Kong Also the team is very nasty to deal with and 4 heroes that will stand for a very long time, so that Flora can cause a ton of damage at the same time Possible alternatives here: It's an alternative for the meta PvP team, relying on Ezizh combined with Gemini and Rowan cycle his hush all the time and turn off the enemy team all the time can not use their fin. Possible alternatives here: Lucius switch with Talene Switch Wu with Mehira, Hazard, Fox, Rosalina or Tasi This setup relies on Eironn pulling enemies together in Safiyas blast to take them all at once while Tasi uses the crowd crowd and Laika watering everyone. Nemora can be very important for passive healing and can even get its ultimate healing through. A big burst explosion can be really effective in PvP as well. It's also a hit-and-run set-up team for PvP with Eironn dragging enemy heroes together and Lorsan with Lyca polishing a lot on Gwyneth with connectivity and raw positive effects statistics so she can pull most of them right away. The zolrat can be very annoying to the enemy when dropping the battle completely if the enemy team takes it quickly, which is very difficult. often times they have to fight that setup more than once and fail. The best faction tower installations of the Faction Tower require you to build and use installations with a single faction only, which can be tricky. These setups here worked best for most players and you can use mercenaries here to get strong heroes that you haven't climbed much so far. Lightbearer Tower This team makes a lot of sense with Lucius as a tank with the provision of a shield, Rowan hitting up the healing and energy boost from his Signature Point. Fox will bring out one enemy and ensures that remove enemy buffs and Rosalyn and Belinda will do a double blast of damage that usually wins the fight when they get through with him. Mauler Tower Brutus with its last position ability is one of your tanks and ensures to survive as well as you takes out caused things with lower points of hit. Safia will make sure to get a high blast on enemy commands and Skreg can make a good secondary tank with his rollback. For the damage you can choose all the Maulers you have. I personally like Skriath for his sandstorm and Khasos/Vurk for a good damage exit from the back of the Wilders Tasi tower is a must for crowd control, otherwise you may get hit very hard by some setup. Eironn is a good damage dealer and drags enemies together and you can take Nemora for healing or Lyca for lovers. With Wilders you have little trouble getting solid tanks so use the ones you climbed the most. Seirus and Ulmus are my choice, but Grovo can also work. Graveborn Tower Toran and Grezul should be your tanks in the first line and Shemira will be the hero who does the damage and has to get her ultimate off in Graveborn Tower. The best choice now is to use Ferael to reduce enemy energy production and Nara as she can snipe the back line here. The Best Guild of Hunting Teams (UPDATED) Standard Wrizz Team Is the Best Lineup that most people currently work around around Saurus, who will deal insane damage to Wrizz along with Rosalyn and Gemini polishing constantly. Belinda deals are also a big damage and you should not have problems related to Wrizz ability here. This command will help you with the highest impact output, even if you don't have all climbed. Possible alternatives here: only the obligatory heroes of Saurus and Gemini replace the heroes with Rowan and/or Warek if you don't have them or they are they The low level climbing standard Soren Team Warek will be a bread-and-butter hero here that will keep Soren from hitting your entire team and Talene will deal good damage and heals here and there. Saurus is a big damage dealer and the Twins will constantly buff your team and Baden causes his phantoms to add up. The best team out there and with alternatives for Talene is also viable for every player. Possible alternatives here: Warek is a must you can replace Talene/Baden with Rosalyn, Rowan, Cecilia or Lorsan Best Twisted Realm Boss Team UPDATED Kane The best lineup to run here will be this one: As you know, Kane will kill one enemy after 15 seconds, 40 seconds and 65 seconds. With Talene on your team you have to turn off the auto and slam her ability to get her killed in the first place. After that, you can turn on the auto for the whole team and see decent damage in general. Since your Talene is promoted well enough, you can even get it killed every time and keep your entire team. Possible alternatives here: replace Rowan with Grezhul if raised well to swap twins with any other hero support (without sacrificing the dealer!) Talene is a must-build, but can be switched to a Wu Kong (Kane will only kill one copy) Alternative setup if you don't have Talene: Without Talene you must have two solid damage dealer in your team as one of them will be killed after 15 seconds in battle. Shemir and Belinda's run works well here. Turn off the automatic attack for the first 15 seconds and manually use the end up on the weak (either Shemir or Belinda) to get them killed in the first place. Possible alternatives here: Swap twins with any other hero support (without compromising the dealer!) The demonic essence of Shemira is vital here and with Rosalyn after her mandatory installation. Rowan will heal some and positive effects and the twins are also doing their job. Estrilda as a tank also works well here because it also has some good damage and makes the fraction a positive effect completed. Unhinged's most powerful line-up team will be: It's a brute force strategy that just bypasses the boss's shield with Saurus and Grezul dealing a ton of damage. It's just about getting out the damage and working better right now. Rowan can interrupt his abilities. Possible alternatives here: You can switch to Baden for Grezhul, the shadows will also stack very well and protect against lightning strike without TheArus run Talene Ice Shemira Her strong damage impact area is really tough and Ezizh as the main key here to deny its ability. Strongest team setup: Ezizh will suppress shemiras ice ability while the twins can dispell her debuff. Saurus and Grezhul will deal with massive damage along with Varek's break You have a great setup to get a good score against it. Put Ezizh in the back line to avoid it catching her ice beam. Possible alternatives here: Rowan instead of Varek, if you have him he well and Varek is not Rosalina instead of Grejula, if you do not have Grejula well modernized. Burning Brute Thanks to the developers to finally fix Burning Brute, we can start working with a solid team against it. Here's the best team line-up to use: Saurus will be the main damage dealer while Ezizh and Cecilia will reduce the damage to Burning Brute deals. Also, with the whole team in melee, rather than hesitating, they can all fall under this dome and deal with decent damage. Possible alternatives here: Rosalyn instead of Cecilia Rowan instead of Warek Conclusion So, this is my personal best team builds that I've been testing for a long time and saw better results with - I know most heroes aren't easy to get, but if you focus on them they will bring you a lot of joy in the future ☺ ☺ afk arena faction tower guide reddit

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