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Pushed talisman of beasts

Right Hand 1: Chris Blade Left Hand 1: Mascot of The Beasts Right Hand 2: Big Sword of Moonlight or Crescent Estoc/Shotel/Sais Left Hand 2: Baby Nails or Silver Catalyst Hats: The Monk's Collar on the Head or Silver Coronet Rings: See equipment explained below: The Kris Blade and ToB are obvious - the former increases the damage by spell, and the latter allows casting of the said spells as well as miracles. I often use LSoM for its shield penetration capabilities, but Crescent Estoc, Shotel or 2-hand Sais can suit your style more. Depending on what you prefer, you can reduce your sloppy/strength and sink a few more points into other statistics. I often don't switch to a second left hand slot, but I usually have a baby claw there for rapid plague damage or a silver catalyst there for a free spell/buff at the start of the battle. Most wheels will use a monk's collar, but I prefer the Silver Crown. With an extra point to the intelligence, you'll have 341 MP, which is enough for Ward right away, followed by three Firestorm. Also, although your spells will do less damage, it will take less damage than magic and magical damage from weapons. Of course, you can always walk away at a safe distance and move on to the Monk's Collar if you find that your spells haven't done enough damage - you can't really switch from the collar to the Crown if you find you're running out of mana too quickly. The Collar also obscures your vision, making judging off the distance needed to land nearby spells like Firestorm, Home Arrow and Fireball harder. And it looks stupid. But still, it increases your damage a lot. :) As for the rings, of course, you will want the ring of magical sharpness at any time in body form - the other slot can be used for almost anything. I find myself using the Magic Nature Ring to remember Warding/Fireball, Firestorm and HSA. Of course, it would be completely viable to use many other rings. As a black phantom, you'll want a cling Ring in the second slot, but the Ring of Magical Acuity can be well replaced with the enemy's ring. As a final note about the equipment, I personally have no desire to log on to Hyper Mode, but I'm sure it's an effective way to use this build. So if that's your thing, go ahead. Mascot of beasts ToB in the right hand Old wooden amulet resembling the Old One. It can also use miracles and spells. The symbol of God was nothing more than the Image of the Old. Availability There are two ways to get this mascot per game. General information The mascot of beasts is a multifunctional element that serves both as catalyst and mascot. It is convenient to throw Miracle and magic spells without having to switch between and mascot and of course leaves weapon slot if you need to use both of the spell. It is the second strongest in the Magic Force and in most cases will do more damage with Spells than with anything but insanity catalyst. Miracles that don't rely on statistics like Second Chance or Evacuation are especially useful when maintaining the minimum Faith statistics on guns. Image caption MagAdjust MrcJustJust Damage Durability Weight Statistics Required Stat Bonuses Damage Reduction % Guard Break Reduction Beast Mascot 121 ? 50/0/0 150 0.2 4/0/18/18 D/-C/C 30.0/10.0 20 Special Notes: Allows casting of both Magic and Miracles, although the miraculous power is less because the beast mascot is aided by the miracle. Hp's Cursed Weapon leak is reduced from a 1% health leak per second to a 1 hp per second leak when used without satisfying the requirement for a magic strike on beast mascots. This is called Cracked Mascot of Beasts and works well for melee players who use Cursed Weapon and non-large-scale spells/wonders such as Second Chance and Wooding. However, you can use a simple catalyst or mascot for which you qualify and do not suffer punishment for your other spells. Since the mascot of beasts has a C/C rating by magic and faith, spells power rocks with both statistics. Spells will do more to apply Toby with Magic 30 and Faith 30, unlike Magic 40 and Faith 20 or Magic 20 Faith 40, for example. As a rule, if your statistics of faith and magic are equal, the mascot of beasts will handle approximately the same damage as the insanity catalyst with all spells except Light Weapon. In Magic 43 and Faith 43, the beast mascots begin to damage an insanity catalyst, although from Magic 35 and Faith 35 and higher the two weapons have very little difference in the outcome of the damage. Pushing both Magic Statistics in this way creates the Smoked Mascot of Beasts, which sometimes refers to. Therefore, if you pump out both magic and faith with the mascot of beasts, instead of just magic with madness catalyst, the damage to the statistical is less. However, in Max Statistics The Mascot of Beasts is still stronger than madness catalyst. Upgrades This mascot cannot be upgraded key name: the display names are according to the Atlas (NA) version of the game. Name changes from the Asian version, if any, will appear in parentheses. Mag- Adjust: the magic power of the catalyst. This value is scaled by the user's magic statistician, according to the catalyst's stats. Therefore, the values shown in the table are taken with 18 magic. MrcAdjust: The miraculous power of mascots. This value is scaled with user statistics, according to the mascot bonus. Therefore, the values shown in the table are 18 Faith. Damage: The damage determines how much damage the weapon does. The damage statistics for weapons is XYZ: X is physical damage Y is magic damage Z is fire damage Bleed, poison and plague are damage for 60 seconds. If the weapon is Bleeding 120, the victim will sustain 120 damage in 60 seconds or two damages per second. Each weapon has one or more types of physical damage: Normal Blunt Slashing Piercing Some enemies are weak or strong against different types of damage. Durability: The durability of the weapon. The effectiveness of the weapon will deteriorate severely when durability drops below 30%. Weight: The weight of the weapon. Keep in mind that carrying over 50% of your load will reduce the speed of your rolls, while over 100% will reduce your regular walking speed and throwing or backstep attempts will leave you stunned. Requirements: The requirements determine how high the different statistics should be in order to use the weapon effectively. The statistics of the gun requirement is WXYZ: W required force X is the required dexterity Y, and magic requires Z is the necessary faith, which is required to vivi waters a weapon without the strength and/or dexterity, will suffer punishment for physical damage to the weapon, while lower than necessary magic and/or faith will reduce damage to the spells. Stat bonuses: The status bonus rating shows the level of bonus you receive based on relevant statistics when using a weapon. This rating can be S, A, B, C, D or E (to from a maximum to the least bonus for the related skill). Reduction of damage % : % reduction of damage from the weapon. It dictates how much damage the weapon does while blocking. % damage reduction statistics for shield are XYZ: X's physical damage Y is Magic Damage Z's Fire Damage Reduction Guard Break: Reducing guard break determines the amount of endurance effort spent blocking the incoming attack. A higher reduction in guard interruption also allows you to block stronger attacks without violating security, and reduces the amount of energy traveled by blocking attacks. In Description of the game: An old wooden amulet One.It old garden can use both miracles and spells. The symbol of God is nothing more than the image of the Old.Availability: Achieve a pure Black World Trend in World 2, go to 2-2 and continue along the right tunnel and begin to fall down the mine shaft until you reach the cave where Shivrir will normally be, there you will find his black phantom. Bring an antimagical field and throw it on it as soon as the battle begins. Just be careful to keep the Anti-Magic Field running and avoid the Melee combos of Scivir. After he defeats him, he will fall a mascot of beasts. Be careful not to push it down the shaft unless you are confident that you will be able to fall to where the item is. If Skivir, the Stranger dies before he hits the ground, it could end up in the air. Otherwise, you can save Ostrava in 1-1 and 1-2, pure black character trend, go to the stairs to the second floor, there meet mephistopheles. Continue to fulfill your demands until I tell you to kill Ostrava of Boletria, then go to the middle of Nexus stones, the beams between stonefang tunnel and Stormtroopers will be Ostrava, kill him and then return to Mephistopheles will reward you with a beasts mascot.General Information:The Mascot of Beasts is a multifunctional element that serves as Catal and mascot at the same time. It is convenient to throw Miracle and magical magic spells without having to switch between Catalyst and Mascot and of course leaves a weapon slot if you need to use both types Spell.It is the second strongest in magic power and in most cases will do more damage with Magic than anything but the Catalyst of Madness. Miracles that don't rely on statistics like Second Chance or Evacuation are especially useful when maintaining the minimum Faith statistics on guns. Hp's Cursed Weapon leak is reduced from a 1% health leak per second to a 1 hp per second leak when used without satisfying the requirement for a magic strike on beast mascots. This is called Cracked Mascot of Beasts and works well for melee players who use Cursed Weapon and non-large-scale spells/wonders such as Second Chance and Wooding. However, you can use a simple Catalyst or mascot for which you qualify and do not suffer punishment for your other Spells.Since the Mascot of Beasts has a C rating in magic and faith, Magic Power scales with both statistics. Statistics.

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