



I'm not robot



Continue

## Dungeon defenders 2 guide

Open NotesFarm Attack on Throne Space at Normal up to level 50.Farm Harbinger on Normal then Hard until equipment capped. Equip Warlock (ap/hp) and Warrior (hd/hp) equipment depending on your focus. Legendary gear must have Crit damage, life and ap/hd. Save all medals for buying heroes/pets. (Start with the EV2 imo) Have 1 dps hero, 1 Waller hero and at least 1 builder hero. These heroes can overlap reels, so you might not need 3, or you might need more. Get a Sparkle Party ability on a cat animal. Make sure all standard campaign shards are needed. For all chaos progress except C2 and C5, you can only use one monk and one minion. Use flame auras, Sky Guard towers, blockades and then dps monk. For C2 and C5, build With Huntress Poison Dart Towers or The Apprentice Flamethrower Tower with Knappen Blockades. Make sure the shards from any chaos are needed as they usually help with the next difficulty. You can probably apply what I say in this manual to any facility (A dps, a Waller, and some builders). Also for some reason the names of the relics Mark and Orb were changed to skull and speed. No idea why or what, but Mark = skull and ball = Speed.ShardsStandard: construction, defense critical damage, fastening, speed boost, worm scarfC1: bulwark, critical strike, destruction! C2: Defensive-critical blow! C3: Deadly strikes, protection! C4: Defense Rate!, Power TransferC5: Burning Strikes, Vampiric Empowerment!, Explosive PoisonC6: Enhanced Poison, Sharpened SpikesC7: Fiery Brimstone, Charged Shot, Node Increase (EV2), Power Pylon, Power Gambit! are shards that I used when I got them, but no longer use them in C7 because I have better ones. At the moment I use 3 Power Transfer, 3 Deadly Strike and 4 Speed Boost. Everything else I just need to use. Monk has Concussive Chi in Standard, Smashing Fists in C4 and Pole Power in C6. The C4 monk shard is where the AP monk build really begins to shine. Crit Hit Chance Cap for Defense is 33% so the defense critical strike is almost useless if you get it depending on your ascent level. Where does the tooting begin? The first is to get to level 50. Farm Assault on Throne Room Normal/Hard once you've run the campaign on Normal. Both give 629k experience and the same loot. So, I think do normal, since Hard is harder? This game is sometimes weird. Once you are Level 50 Farm Harbinger on Normal and Hard. It drops gear at level 42-46 at Normal and Level 50 to Hard. Then you want to select a single hero who is n'the Gunwitch to put on your best gear. I made my main builder the best because I had a decent medal on them. My Waller got my second best totem and my dps got my second best AP gear because I went AP Monk.By best I mean this: weapon damage to weapons. Armor on head, chest, gloves, boots, and I think shields when you get tight. Main statistics for relics (defense force for medallions, defensive criticism harm for markings and defense health for totems). I don't use Orbs Orbs they have a reduced main value and therefore comparing a ball with a medallion is always a pain, except at cap C7. You no longer have to have only 1 hero in your deck for quality purposes, but you only want a hero when you're looking for a particular weapon type, etc. As in, if I want monk weapons drops, then I only have my monk in the deck, so that only stick arms fall. Don't play with the Gunwitch just how it affects relic drops, unless your goal is to only manage armor. So, now that we know what to do with equipment we get, how do we get upgrades? The way gear-statistics drops work in dd2 is different from dd1. For dd2, it depends on both how well your best equipped gear is and what chaos you are on. You can't get to Chaos 7 gear cap until you've worked your way up from below. However, you can only use Farm Chaos 7 (over carried) and will eventually have the best gear in the game. It takes about the same time in both directions. The goal of getting better gear is to take what you can get, update their levels a little, and look for drops that are now about the same or slightly better. However, this equipment will not be upgraded so that you can equip and upgrade it to get and repeat slightly higher equipment. Once all the best gear is on a single hero, you'll find that there are periods when you get big upgrades (a few hundred points or more), medium upgrades (20-40 points maybe) and small or no upgrades (5 points or less maybe). Whenever I got stuck in a small or no upgrade period, I would use gold medals/medals to improve the level of my equipment. [These are the old gear caps for each mode. It still works as a base reference for now, because I understand you can expect to get the same or even higher values.] ( 2040580639) Ascension levels (asc, or asc h!)You unlock Ascension Levels as soon as a single hero reaches level 50. They then level in the same way as before level 50, over hitting cards and getting exp. To access it, open your inventory and go to your hero. On the left side of the screen you will see something that says Ascension and it will have a green plus in the upper right corner of it if you have a level up. Open this bad boy. Now you have three trees of statistics. Offense that is dps, defense that builds, and utility that is unique things of both. Offensive is only important for dps, defense for builders and utility for The trees alternate and get a point that starts with offense, then defense, and finally utility. This means that you need three level ups to have a single point in each tree. Insult: I max Hero Health for all characters. Living is the most important thing and life helps a ton. Defense: I max Defense Speed first on all heroes. Then the main tower gets defense power points like the Huntress Poison Dart Towers.Utility: For dps I max Hero crit % chance first and then movement speed second, and then all in Hero Crit Damage. For I do everything in defense area for the given tower that I use first, then all in the defense crit % chance, and finally defense crit damage. Awesome Ascension Level Benchmarks: 60 allows maximum defense speed/crit, 150 allows maximum range, and 210 gives max Crit and range! Leeching and how to burden less! would like to anticipate this section by saying that I believe that leeches are a fun part of the game and should never be completely removed. The two most important things to remember for a leech, although is that you must try not to be a big burden, and most importantly, you need to help others carry when you are able to. In addition, please remember that not everyone wants to wear leech and not everyone wants to wear Leecher, so do not harm people or spam !lg try to get one wear if you are fully able to play solo if you stop being lazy. I don't know about the rest of the player base, but I've carried a ton in dd1, a fair amount in dd2 (especially in the last part of the chaos tests) and I owe a lot of great people. So, I'll explain how to be a less incriminating leech, so others might take with you more okay. Step 1: Make sure you already have your best gear hero, as explained from above. Make them the only hero on the deck. Drain all shards and make sure they're all locked! Step 2: Aside from the shards above, or the ones you really want to keep personally, sell all your other shards, useless gear, eggs, useless pets, etc. This is when you use the 2 standard bags. If they have more pockets, then you don't have to be as strict with what you hold. Bag 1 will have car sorting and car booty both OFF. This is where everything you don't want to sell so quickly, as well as all shards etc. go. Bag 2 will have car sorting and car booty both ON. Here everything goes from every card. Step 3: Once in a card, stop warming up asap and place the mana on the stretcher. As they build, sort Bag 2 asap to empty it. To do this quickly, first check everything for main stat upgrades (hero damage for wasps, armor for gear, main statistics for relics) for your best gear-sized hero. Then lock legendary medallions and totems. Then go to filter and select filter by equipment. Lock all legendary gear that has Hero Health, Hero Crit and ap/hd depending on the build. Click on all and select Warlock if you are building AP or Warrior when you build HD. Lock any equipment that is displayed when it's not all ready. Then go back to bag open all pet boxes (since these stacks), shards etc. and then press Y to sell all of them. The locked warrior/war lock equipment must then be picked up and placed in bag 1. You can quickly deposit by left-clicking the gear and then right-clicking on Pocket 1 in the upper row without actually changing the pockets. Once you sell 2-4 of a particular piece of equipment all but the strongest (if they are nearby, then choose highest AP/HD for the time). For relics, hold 1 totem and 2 medals at any given time. You can keep legendary and mythical depending on the situation, but keep only legendary relics. Step 4: Try to be done with step 3 during construction at the beginning. If you need to spend 10 seconds between the waves to catch up, then fine, but don't spend 30-60 seconds doing this between the waves. You need to press G as soon as possible. Step 5: Assassins appear from C5. You choose a target and a purple glow will appear around you when you are about to be hit by one. You can do nothing but use pet ability, move and jump while you are being attacked. If the Assassin lets you go (or you die lol), it will cause splash damage (I think), so you don't want to be near a silver shield lens, the main crystal/crystal or weak defense like pdTs. In addition, you are not behind the role with assassins, as you could kill the stretcher. That's not cool. The best place to stand when you are hit is in the fire line of the tower/auras that were built. In this way, the assassin dies! Step 6: As a rule of thumb, hell is removed from silver shields and the main crystals when worn. Especially on C7. Mobs like to randomly target players who are not directly close to them, and throw/shoot projectiles that inevitably kill the main crystal or silver shield. This can or will lose a card. Step 7: Be sure to thank your carry and promise yourself they that you will wear others when you have time and are sufficiently aligned. If you have 8k+ main statistics relics, you can help to wear C1 for those who are struggling to break super easily etc. So, don't necessarily wait to help carry until you're in C7 cap gear. Random tips/infos etc. Relics only affect the tower for the slot in which they are located. The first slot for monk is for flame aura, the third is for anti-air etc. It took me an awkward long time to realize that I was from the Nightmare era and that was nothing at the time. Do not use the Quake shard in the boots as it can end the silver. I didn't know I could look at the specific tower stats until I was in Chaos 4. To do this, simply click on the small symbol that is above the statistics and under the hero type name (hunter/monk). The big dps dummies in the tavern are amazing to find out what is strong or not. I remove my pets and then set them up for 60 seconds a time. At 60 seconds you sell the item and it will go a moment more before you rewind to the dps when you have sold it. I did this thanks to MrJuicbags videos &l3Y!You can choose only your equipment by 20 levels or so instead of all 30 or update. You can only upgrade level 30 gear. You could only update a piece of equipment. I'm not too sure how it works exactly and it's hard to prove anything else unless Trendy makes a statement that says how it works. I had great success with updating all my equipment to max when I didn't get any upgrades in my progress. Get a cat with Sparkle Party. Nothing else about it is important and it can be any cat animal. No other pet really matters except an earth type with the venom tips and the 7.5k medals medals Pet for its ability. The last two abilities (Dragonich and Earth Type) are pure dps boost, while Sparkle Party is a huge 5 second stun that assassins of you yank as you can use it while being attacked by one. However, The Pet Updatetm is likely to change this. I only use a Kitty General with Sparkle Party for now until I can save for Dragonich. You can use the pet re-roll Ability article to get it, so you don't have to step up and develop a bunch of cats over and over again. Be careful not to build towers directly behind blockades, as the goblins that explode on the blockades can hit the towers when they are right next to the blockade. The builder EV2 is strong in all modes, op in C6, and broken in C7. With node elevation, you can place up to 4 additional weapon-making nodes. However, you can equip the shard and they don't disappear. I don't think this needs to explain why this is the best shard in the game. So, save all the medals for EV2, or even buy them with gems so you can spend medals on other things like pets etc. For Hero Damage EV2, you want a stick canister with the MegMannus Projector shot type. This is 6 shots a second sum and procs Charged Shot a crazy amount. The best gear is legendary with Hero Damage, Hero Criticism and Hero Life with 3 slots. If you are in mythical, then leave the hero Crit damage, since Hero Life is a must in C5 and above. Links and ReferencesMax Gearing values by difficulty Slightly outdated, but still amazing, for the first reference. DD2 Tools Super helpful for searching for shard information. Whitesushi's Twitch The stream that led me to join the DD2 streaming community. Very engaging and interactive with the spectators. MrJuicbags has many tutorials on YouTube to learn the finer details of the game as well as entertaining content. DisclaimerSome of what is in this guide might be wrong (mainly which slots need to be equipped with equipment), but if it is, it should not affect too much or get on C7 gear cap in the long run. If there is a glaring error, then of course I will make the right changes. In addition, this is simply a guide and is in no way the only way to play the game. Special thanks to all the people who helped me (carried) along the way, the streaming community for amazing (check it out), dd2tools for co-information about all the shards, and Trendy who made a great game (despite the hiccups along the way),edit: 1-4dk are formatting. edit 2: Leach is written leech. Oops. Edit 3: Added a random tip for pets. edit 4:added a tidr at the top, clutter, added more tips. Page 2 45 Comments

4124492894.pdf ,bergeys\_manual\_of\_systematic\_bacteriology\_volume\_5.pdf , a beautiful wedding jamie mcquire pdf english download ,concepts of biology laboratory manual answers ,rawozobajabokof.pdf , sales manager resume pdf , pacific rim full movie hd online free , nespresso machine manual pixie ,lowes rebate pdf ,89503745859.pdf , cups\_to\_pints\_song.pdf ,