

Granblue rose queen guide

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The one who presides over the fresh greenery and the mesmerizing. Normal どう？ How is that? はあっ！ Haaa! 脆きなさい！ On your knees! The sullen rose of Domination 蹂躞してあげる！ドミネシヨ's フィルド'm going to trample you! Field of Domination! Spiral rose 薔薇螺旋に抱かれなさい！/ロズ！ Be covered by spiral roses! Spiral rose! Nemesis さあ、我慢できるかしら？ネメシ！ Can you stand it, I wonder? Nemesis! At 60% HP 良いわ、全力で受け止めてあげる very well, I'll take you to everything I have. 40% HP 覚悟はいい？ここから本番よ！ Are you ready? From now on it will be the real deal! Entering Overdrive さあ、見せて頂戴？貴方達覚悟を Now please show me, okay? Your resolution. Entering break mode ぐっ... 抗うという？ Guh... Have I been pushed back?! きゃあん！思ったよりもやるじゃない... Kyaan! You're doing better than I thought, aren't you... When 本物な won... 貴方達の力... Your strength... is genuine ... Solo Strategy Trophy Exalted Wings, Dressed in BramblesDefeat lvl 110 Rose the queen solo without a backup request sent or elixirs used. Rewards Premium Draw Ticket x1 requires you to defeat this boss alone. If you want this trophy, you can't do the following: Let other players join through backup requests or raid codes. Use backup queries to get a blue potion, even if other players don't join. Use a complete elixir. This trophy is designed for players of the end of the game with ready-made nets. Although, technically, there is nothing to lose trying to fight, please don't get upset, you are not able to clean it up. The main character's recommended classes for the main character include classes that can ensure the participant maintains while also causing damage. Since part of the struggle will be a weak element (if you bring Fire, the second phase is Dark, or if you bring Light to fight the Dark Phase, you should have enough damage from the Phases of the Wind). The Doctor is a strong choice because of his ability to generate green potions, and just CureRestore 25% of all HP allies (Healing cap: 1500). Can be used for an additional healing party that is potentially stronger in the Champion Arms class. Nekomancer brings strong offensive and defensive party fans. Sage has strong, resilient and clear options. The ruler of Chaos has strong debuffs. Recommend subskills for the main character should strive to strengthen everything that your team lacks, but tend to focus on damage or prevent the consequences before you polish your own damage as survival is the most important part of the struggle. Attack and defense debuffs as MistInflict 25% ATK DownATK dropsDirector: 25%Basic accuracy: 80%Duration: 180 secondsTuyka: Double and 25% DEF DownDEF dropsDirect: 25%Basic accuracy: 80%Duration: 180 secondsTuyck: Double on all enemies. Arrow III300% Elementary damage to all enemies. Inflict 25% ATK DownATK is down: 25%Duration: 180 seconds. and Armor Break100% Elementary Damage to the Enemy. Inflict 20% DEF DownDEF Downgraded: 20%Basic Accuracy: 80%Duration: 180 SecondsUnd: Single. Always useful, with Mist, the king of the debuffs. ClarityRemove 1 debuff from all sides. It is also a strong option to deal with the possible debuffs it can inflict. Just CureRestore 25% of all HP allies (Healing cover: 1500). It's a small heal, but useful if you find it hard to maintain as the fight draws on. DispelRemoves 1 buff from the enemy, not recommended, as the reflection of the damage during the dark phase is insignificant, and the slot is better used elsewhere. However, if your party covers the roles of all of the above skills, this is an option. The recommended subpoena includes at least two wind carbuncles (Peridot Carbuncle or Prometheus). Given Prometheus's long cooling and its smaller cut at 0★, it is recommended to prioritize Peridot Carbuncle, despite its lower stats, if you have multiple Prometheus at 3★ or 4★. Since fighting a marathon, two to three Carbuncles are advised to maximize downtime to reduce damage to reduce the amount of incoming damage. Other calls that matter in the fight include: Bellinger Angel provides 1200 damage To The ShieldNext ATK got will be ineffective for a fixed amount and the ability to reset one of your other cause cooldowns if this shield is broken (except for a call that can't be remade as Shiva (Summon) means you can try to bypass the third Carbuncle using the effect of this call to reset it easily in the Story Side that makes it available even with Gach's terrible luck. Athena (Summon) is another option if you don't have a third Carbuncle, providing a 30% damage reduction of 0-3★, and a 30% cut and RefreshHP recovers at every turn at 4★. The Devil (SR) and Devil (SSR) in the fire party will increase your maximum HP, and the challenge involves an attack and defense down effect that can improve both your survivability and damage. It is also a non-Gacha option obtained through Arcarum. The Sun (SSR) is another Arcarum cause that, while it doesn't increase your survivability, has a strong challenge that will increase your damage, along with its sub aura effect. Morgan's Car and Sandalon (Summon) are both calling with healing calls that have been free to get through past events. The first has a defense down debuff for the enemy, while the second has an attack up positive effect for your party. Tiamat Omega at 4★ provides one Mirror ImageNext the attack will be ineffective (The effect is removed to the next next ally-ally attack) for your party, which helps in mitigating incoming damage. Lucifer's 4★ has a massive 3000 heal and a 30% attack up, which is always helpful. If the call is not specified here but has calls and effects have similar roles, it is also useful. This doesn't have to be a comprehensive list, so don't feel like you have to have all these challenges to clear the fight. Fighting your damage will greatly affect how long this fight takes, but it is balancing the act of damage and survivability. The longer the fight takes, the more consistent your mitigation and maintenance will be. The opposite is also true, so strong grids that do high damage will probably be able to get away with riskier strategies. It's worth noting that this is one of the lightest 6-man solo bosses. This combination of her assault charges and their debuffs is not very threatening, the lack of dissipation on your party, and the overall advantage Fire characters have on her, making building a party to take against her is much easier. Even in the later stages of the fight, as long as you are paying attention to their duration. Charge attacks to look out for include Spiral Rose (like the wind phases in Overdrive), Crystal Rose (Dark Phase in Overdrive), and the dominance of the field (10% and 3% trigger, and the last 10% in Overdrive). All of these attacks should have a minimum 50% cut waiting for them, and in the case of dominance of the field, clear or veil. Being unprepared for the domination of the debuff box can make you spend a few twists healing it with your attacks and wasting your time. The spiral rose must be drawn and tanked by hostility or replacement characters like Agielba, Anthuria, or Naoise (Event), since it does a large amount of damage to a single target and can kill a valuable character if you are not ready, albeit with a high-damage cut running just as well. If the attack is successfully dodged, the debuff associated with it will miss, saving you from having to clean it. Sustainability is your team's ability to withstand the damage and heal it during the fight. Since the dark phase can be long, if your damage is not very high, you should be prepared to take a lot Crystal Rose in a row and then heal it. Fire has no shortage of characters that for this, such as Yuel, Anila, and Anthuria, the latter of which is very consistent about activating her buffs, dodging many Crystal Rose hits. You can customize your main character's class to one that heals as needed if the support from your characters and call doesn't meet your needs. Sevastien gets an honorable mention here: if you don't need your 6th character slot, its passive 150 update for turn can add up significantly over many turns. Sustainability also goes hand in hand with debuffing. It is important to try the ATK DownATK cap dropping, as this will reduce how much harm you take in general, and capping DEF DownDEF dropping will help you finish the fight faster. Unhappy MistInflict 25% ATK DownATK DropsDirect: 25%Basic Accuracy: 80%Duration: 180 SecondsReceat: Double and 25% DEF DownDEF DropsDirect: 25%Basic Accuracy: 80%Duration: 180 SecondsSpasation: Double on All Enemies. on your main character or Magias's Eruption200%-250% Fire Damage to All Enemies (Damage cap: 430,000 euros). Inflict 10% ATK DownATK ReducedSource:10%Basic Accuracy: 75%Duration: 180 secondsSublration: Dual.At level 100:Debuff increased to 25% ATK DownATK Downgraded: 2 5%Basic accuracy: 90%Duration: 180 secondsSource:25% DEF DownDEF Reduced Vulnerability: 25%Basic Accuracy: 90%Duration: 180 Seconds: Double. can lay the groundwork as a two-way 25% ATK/DEF Downs. From there you can add with kits of other characters like Clarisse or Lancelot and Vane. Unique utility can play a strong role in this fight. Percival's 60-second PetrifiedStops opponent charge the diamonds from the fill. Right before entering the Dark Phase can give you free time to inflict as much damage as possible and reset your cooldowns. 5★ Tien brings Break Boosted (Time) Break Mode mode extended to her second skill, which serves the same purpose to give you plenty of time to do as you want against the boss in relative security. Reddit Raid Discussion Resources (2019-08-29) Links Links

This article is about the raid. For a regular stone call, see the Rose of the queen. For the summer to summon the stone, see the Rose queen (Summer). The rose queen is one of the bosses of the main islands. It first collided in the Umachi archipelago. Outside of the main quests, she is the boss of the raid. It's a six-man raid. Raid battles failure: Leeching this raid is frowned upon. If you have access to this raid you can and should contribute. The name of the Phase Lvl HP Charge Mode Boss Rose queen 110,000,000 ◇◇◇ Yes Special Attack Triggers and Notes Wind damage to all allies and inflict CharmedAttacks a little limited Dueration: 3 turns and count DownReceives DMG after 2.5 turnsDuration: 2.5 turnsApplied during the phase of the attack. On the next turn, it will have 2 turns remaining. During the OD, the DownReceives DMG countdown after 2.5 turnsDuration: 2.5 turnsApplied during the attack phase. On the next turn, it will have 2 turns remaining. It's not applied. 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Spiral rose 薔薇螺旋に抱かれなさい！/ロズ！ Be covered by spiral roses! Spiral rose! Nemesis さあ、我慢できるかしら？ネメシ！ Can you stand it, I wonder? Nemesis! At 60% HP 良いわ、全力で受け止めてあげる very well, I'll take you to everything I have. 40% HP 覚悟はいい？ここから本番よ！ Are you ready? From now on it will be the real deal! Entering Overdrive さあ、見せて頂戴？貴方達覚悟を Now please show me, okay? Your resolution. Entering break mode ぐっ... 抗うという？ Guh... Have I been pushed back?! きゃあん！思ったよりもやるじゃない... Kyaan! You're doing better than I thought, aren't you... When 本物な won... 貴方達の力... Your strength... is genuine ... Solo Strategy Trophy Exalted Wings, Dressed in BramblesDefeat lvl 110 Rose the queen solo without a backup request sent or elixirs used. Rewards Premium Draw Ticket x1 requires you to defeat this boss alone. If you want this trophy, you can't do the following: Let other players join through backup requests or raid codes. Use backup queries to get a blue potion, even if other players don't join. Use a complete elixir. 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