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Aventurine boss fight guide

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Other characters like Herta, Acheron, Jing Yuan, Fu Xuan, and Aventurine can replace the F2P characters mentioned above for a better strategy. Weakness Break Luocha can heal and use his Ultimate to attack all All or Nothing dice. Alternative characters Serval and Huohuo can add Lightning damage and DoT for the team. Serval's AoE abilities make her ideal for Aventurine's Gamble, while Huohuo regenerates energy but is not as effective. Argenti is a top choice for Physical teams against Ten Stonehearts - Aventurine of Stratagems due to his AoE abilities. Pela and Hanya provide DEF shred and Skill Point boosts respectively. Silver Wolf debuffs enemies, making Fu Xuan's heal a viable alternative to Luocha in some cases. Jingliu is another DPS option with Bronya and Pela providing Support through DMG buffs and DEF shred. Gepard can replace supports to keep Jingliu alive, but swapping Bailu for him may not be enough. March 7th shields allies and damages enemies on her Ultimate. Lynx's heals make her a possible substitute for this boss fight, especially with Gepard or March 7th added for Preservation. Ten Stonehearts - Aventurine of Stratagems brings out several All or Nothings for you to attack freely during the first phase. Only one character from your team will enter the Gamble, while others are disabled. In the second phase, everyone in the team enters the Gamble. The objective is to get a higher score than Ten Stonehearts - Aventurine of Stratagems by attacking All or Nothings. His initial score is displayed at the start of the Gamble, and each character has their own score. Characters who win the Gamble instantly recharge their Ultimate and have amplified DMG. However, avoiding losing to Ten Stonehearts - Aventurine of Stratagems in the second phase is crucial, as he will attack characters that lose, potentially inflicting Imprisonment and a debuff increasing DMG taken. It's essential to use AoE abilities that can attack multiple All or Nothings. The character with similar elements should be used for Weakness Break and defeating Ten Stonehearts - Aventurine of Stratagems. Avoid using characters with the same elements as above, as they are not effective against him. Ten Stonehearts - Aventurine of Stratagems has an unique gambele system that involves random numbers between 1 and 6. The ability "All or Nothing" makes all targets enter the gamble, where each time it's attacked, a target gets a random number between 1 and 6. If a target's number is lower than Aventurine of Stratagems', they're considered to have lost and will be attacked, while those with higher numbers win the bet and get their Ultimates activated. Ten Stonehearts has several abilities that deal Imaginary DMG, including Heavy Stakes, Distributed Investment, Points Fountain, The Winner Takes It All, and Stratagems' Wagering. Fickle Fortune is a talent that makes the unit immune to DMG and applies 1 random number (between 1 and 6) to a target when attacked by another unit in the gamble. Against Aventurine, players must progress in the quest by understanding his weaknesses and special mechanics. Like other bosses in Honkai: Star Rail, Aventurine has specific vulnerabilities to Physical, Ice, and Lightning attacks, along with increased RES to Imaginary. Aventurine's weakness counts are 450, making it challenging to trigger a break unless the team is dedicated to doing so. His skill sets are relatively simple, but his Gambling mode makes him difficult to deal with swiftly. Players must strategically plan their moves and manage their Energy. The Aventurine boss fight comes in two phases. In both phases, his movesets and stats remain the same, but his Gambling mode becomes more prominent in the second phase. Once every two turns, Aventurine will force players into Gambling mode, where they must ensure all characters win to avoid hard hits. When Aventurine activates Gamble mode, a number appears behind him, along with the player's number on their right side. Players can increase their number by hitting the All or Nothing Dice in front of Aventurine. The outcomes from the Gamble include: winning, which regains Ultimate and deals more damage; drawing, which results in nothing; or losing, where Aventurine attacks the loser. To beat Aventurine, players need characters that hit in an AoE. Top-tier HSR DPS options such as Argenti, Kafka, Jing Yuan, Acheron, and Jingliu can be used due to Aventurine's weakness. However, since all characters are taken to Gamble in phase two, the rest of the team must also be able to hit in an AoE or bring enough protection to ensure their allies won't be defeated. Kafka's unpredictable nature meets the eerie atmosphere of Black Swan, as two teams face off against the enigmatic Aventurine. The Gallagher-like team composition is put to the test, while Blade and Luocha's synergy proves crucial in defeating this formidable foe. On March 7th, players can earn two achievements by conquering Aventurine boss fights in Honkai: Star Rail. The first achievement requires a dash of luck with 6-Dice rolls, whereas the second one involves strategic timing to save your Ultimate during the Gamble phase. By mastering this mechanic, you'll increase your chances of emerging victorious. As players progress through the game, they encounter Aventurine in the main quest, but can also face him earlier in Memory of Chaos or random events. Nihility's dominant path features unique mechanics that perfectly encapsulate Aventurine's personality. To overcome this challenge, you'll need to learn and adapt to his attack patterns. Aventurine Of Stratagems' attack pattern is unlike any other boss, with two phases and specific attacks: Time For A Bet forces an ally into a special state, while Heavy Stakes deals Imaginary DMG, Distributed Investment randomly targets allies, and Points Fountain drains their Energy. In the second phase, Big Spenders' Mad Party becomes even more unpredictable, as all allies are affected. To succeed against this formidable foe, keep the following in mind: characters with AoE damage capabilities are ideal for this fight, as you only get one turn during the gamble phase and cannot surpass Aventurine's numbers by hitting multiple dice. If you're facing Aventurine, remember that you'll likely receive damage from a single-target unit. Don't hesitate to use your Ultimates during the gamble phase when you get them back anyway. Since Aventurine is fragile and can one-shot support characters, Preservation characters are better suited for this fight than Abundance. The boss has weaknesses against Physical, Ice, and Lightning types. In terms of character value, Acheron excels due to her ability to attack multiple targets with her Skill and get an Ultimate when winning the gamble. Argenti also benefits from his Ultimate-based damage and field-clearing Skill. Jingliu's ability to trigger two Ultimates makes her a top pick, while Clara provides decent DPS as a last resort if you don't have Argenti. Serval can help due to her correct combat type and AoE abilities, making her a viable option for new players.

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