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Summoners war dragons b10 guide

Chapter 16 of our player progression series about accelerating your DB10 works with Verdehile, Fiery Vampire. Now that we can decently farm the DB10 using secure commands, we will use Verdehile to speed up our runs. So far he is still the best leader for DB10 runs using face commands, even at the end of the game summoners use Verdehile with Gemini (Boomerang Warrior and Chakram Dancer) for ultra speed runs, don't worry, we'll get there after all. But for now, we will focus on using farm monsters for the benefit of our F2P players and not very lucky in the challenge. ☺ Verdehile brings so much utility that allows your team to do more before the dragon moves. With it, your team will often be able to clean up continuous damage, heal and attack several times. There are three important factors to consider before using Verdehile's DB10 speed runs. Aside from the high level or maximum level of the Totem (Glory Building), monsters like Spectra, Verdehile, Veromos, Belladeon and Megan should have 190 speed. You don't want to be sluggish because the goal of Verdehile is to maximize the number of turns before enemies get their turn. As a speed starter of the DB10, Swift runs are more valuable than violent runs. To be able to use violent run, you need to maintain minimal statistics SPD, HP and DEF, which is difficult to do to run Speed DB10. 55% accuracy is the optimal value in the DB10. Since you'll beat the boss straight rather than the tower, it is required that your SPD debuffers (Spectre) and Stippers (Belladeon, Megan) have 55% accuracy, so that you can effectively slow down the movement of the tower and deprive the boss of immunity as needed. Any accuracy above 55% is a waste, not distributed to HP, DEF or ATK. We can't control RNG, and sometimes enemy waves can penetrate some turns. Towers from enemy waves hit as the truck and dragon can pick up 1 or more monsters from your team that can lead to bad runs. The minimum need for DEF is 800 and HP is 19k. Water monsters may have lower stats than the required minimum and wind monsters should have significantly higher stats, although of course we don't recommend using wind monsters if they tanky like Chasun or Briand. Monster SpectraA is an excellent partner for Verdehile that prevents enemies from moving through atb decline and slow debuff is also a big damage to the dealer, using his second skill LapisAoE Crowd Control is good to maintain the ATA crystal towers low element advantage DEF break on the 2nd skill is good for killing the boss faster VeromosAble clean often that ensures the survival of your entire team with a high DEF , You can focus on adding ATK stats to speed up your BelladeonAble runs to maintain and increase your team's ATB more often DEF break on the 1st skill is good for killing boss faster Able to strip boss immunity MeganElement MeganElement Provides good usefulness through continuous damage on the 1st skill, Streep on the 2nd skill, and DEF/ATK Buff and AoE ATB Increase on 3th Skill TheomarsOne of the best single-hit Damage Dealer in DB10 provides good utility in DEF Break and continuous damage Element Advantage SigmarusCan be damaging your team dealer with AOE Nuke on 3rd Skill Element advantage and easy to run due to good basic statistics TarqFur accelerate your running with Cooldown Needed for your monsters to run the face of the DB10 in the auto. You may notice the minimum stats specifically SPD, HP and DEF are slightly higher than the requirements of the last chapter. This is mainly due to the change of leader (unlike Sigmarus/Veromos with the HP bonus). The speed of the king, as they say, is important to maintain and blast enemies with Verdehile as your utility. The 3 main monsters needed for this team face Verdehile, Belladeon and Spectra because they have key crowd control factors, strip, frequent PB and support. MonsterRune SetSlot 2,4,6SPDHPDEFAccuracy Verdehile / SPD / CR% / HP% или ATK%190 18k -> 19k700 -> 800Non-Priority Spectra или / или SPD / HP% или CR% / HP%21018k -> 19k80055% Lapis или / SPD / HP% или ATK% / ATK%170 -> 18017k700 -> 80055% Veromos / или SPD / HP% / HP%/HP%-170 -> 18019k80045% Belladeon / или SPD / HP% / HP% / HP% или DEF%18019k 18019k85055% Меган / или SPD / HP% / HP%18017k700 -> 80055% Theomars / SPD / CD% / ATK%18014k750Non-Priority Sigmarus / SPD или ATK% / ATK или CD% / ATK% или HP%110 -> 12015k700 -> 800Non-Priority Konamiya / или SPD / HP% / HP% или DEF%17517k700Ho приоритет Tarq / или SPD или ATK% / ATK% или CR% или CD% / ATK%190 (1-й поворот) 160 (последний поворот)17k650Non-Priority Есть 2 типа синхронизации для verdehile команд. Verdehile as a fast striker and Verdehile as the last striker. Both have their advantages and disadvantages, but to start speed running, we recommend Verdehile as a fast hitter. With this type of synchronization, survivability is ensured especially on long-running battles because your team will have more twists in total. TeamLine-upAttack Order Standard Face Team Spectra zgt; Megan/Verdehile zgt; Belladeon /Veromos Spectra zgt; Verdehile zgt; Belladeon /Veromos Belladeon's Sigma Spectrum zgt; Megan/Verdehile zgt; Belladeon zgt; Theomars Spectra zgt; Megan/Verdehile zgt; Theomars/Tarq Upgrading Glory Buildings to strengthen your team's Improvement ATK stats on damage dealers reduce the clear time to build Theomars and build it as a DB10 Damage Dealer NB10 Farm for Perfect 5 and 6 Violent and (at least hero/purple class). Power up to 15 pounds on all your slots 4/6 6 runs and. Power up to 12 pounds on all your slots 1/3/5 5 runs. Selling Slots 4/6 5 Violent Run 4.5 If Basic Stat Highlight the crystals to fuel the energy. 15 of your 6 basic run (2/4/6), especially SPD, HP% and ATK%. Watch out for 6 Hero and Legend runs on The Magic Shop. Buy when it matches the desired statistics. Don't forget to collect guaranteed crystals from defeating rivals every time they're up. Collect rewards from events, they give a lot of resources. Team page This is a sketch page for the team. For more information on your own team rosters, see here. The Use Areas Useful for 4e/Stats Requirements Dragon's Lair Mid-End Game Medium is a good starting team for those making the transition to the Dragon's Lair after being cultivated by Giant Store significantly. This team uses monsters that are easy to get for most players in the game, using mid-end runes from the Farming Giant store or lower levels of the dragon's lair. This is a direct hit team that focuses on killing the dragon boss rather than targeting the crystal. The main team This team relies on enough support and good team synergy to survive through the entire dungeon floor, including against the boss. This combination of support for Buffs and Debuffs provides minimal damage, with an additional slot to either good dealer damage or more support, depending on what is needed. This team relies heavily on Veromos for the permanent removal of the debuff, and Belladeon to remove the buff and healing support. Overall, it is a flexible team that can be built in different ways, depending on what each player needs. VeromosEdit Veromos acts as the backbone of this team, resulting in a constant batch of wide debuff removal, should prevent the team's early swipes in the boss stage. It also brings the AOE to stun, which is useful for keeping the early monster waves at bay, and the source of dot damage on its main attack, which helps bring an additional source of damage against the boss. His leadership skill also brings HP a positive effect, which also assists in survivability, basic stats typical of advocates of stats like speed, HP, defense and accuracy. Speed in particular is essential to getting the most out of his passive, which clears one debuff at him and his teammates every time he gets his turn. Precision is essential for helping it stun monsters and land DOTs, with about 55% being a good number. Fast sets are good for early use, although players should switch to violent sets as quickly as possible to allow for multiple debuff cleanse. VerdehileEdit Notice: Common builds can be added from this pre-approved list, with possible minor changes according to the monster. To add your own unique run builds, see this page. These builds are only available for convenience. Use your own judgments. Verdehile is one of the kings of PVE monsters, boasting ANCB boosts on each of their attacks. This allows its party members to turn up and spam, which is a huge help in any situation. Its usefulness is useful in dragon's lair, where he lets his teammates lap the boss, and get as many hits as possible. Its only drawback is its status as a natural 4-star, making it hard to get for most beginners. Stat requirements will depend on whether you choose the pure support or role of DPS/hybrid. In any case, speed should be your number one priority, as it allows you to maximize the turn for yourself and your teammates. Its critical rate should also be 100% and no less, since its AB raises only in effect if it lands a critical rate. Aside from that, focus on HP/defense for survivability if looking for more support, or attack/critical damage if you want to add some damage as well. Swift or Violent sets both work well for Verdehile. Swift runs provide a good 25% speed bonus, and are largely available to beginners. Violent runs are more optimal because of the turn of spam, but the requirements run work higher to make your account in the loss of the bonus. They are also hard to get for most beginners. BelladeonEdit Belladeon serves as the main healer in the team, also bringing some overall support with his AB momentum, positive removal effect, and the source of the defensive break. Its positive removal effect, in particular, is particularly useful for removing the immunity positive effect that gets thrown at the boss. The main stats are typical support statistics like speed, HP, defense and accuracy. Speed helps increase the healing potential, and precision is essential to helping strip amateurs and land its important break defense. Swift or Violent sets are viable, although players must switch to violent runs as soon as possible to maximize the potential of the turnaround. SpectraEdit Spectra brings AOE ATB and speed debuff, helping to keep the early monster waves at bay as well as the boss and his support crystals. This helps provide more twists and turns for his teammates, which is important for safe and timely runs. It also brings a good source of damage with its second skill, which scales on enemy HP. Keep in mind that his second skill makes an HP sacrifice for every use, so good healing and support is needed. Spectra can be launched as a supporter or as a hybrid supporter/DPS unit. For clean support builds, players need to focus on speed, HP/defense, and accuracy. Speed helps maximize the potential of the turnaround by allowing him to apply his ATB and slow debuffs more often, and HP helps prevent him from killing himself from using his second skill. Precision helps it land more often if you choose a hybrid DPS role, players should invest in critical speed and critical damage to help maximize the damage from its second skill. However, running it this way requires a higher run level for him and his teammates, so choose to support the build if your dungeon is already running shaky. Fast runs are the preferred choice in most cases, although violent runs are an excellent choice later when this can be provided. Optionst Sigmaruserit Sigmaruserit acts as the main source of damage from the early monster waves as well as against the boss. His water input ensures that he can take more hits than most DPS monsters against the boss, and he has two attack skills that scale on hp's enemy, making him the perfect DPS monster to bring in this dungeon. It's pretty squishy though, so some taxing in HP and defense is necessary. You should emphasize typical DPS statistics such as attack, critical speed, critical damage, and speed. The first three statistics, in particular, are important for maximizing damage by one punch. Minimal investment in HP and defense will help ease its inherent squishiness. Precision will help him freeze enemies more often, as well as land on his debuff attack (which is useful for ensuring the survival of the team). Fatal or Rage kits are acceptable, although Fatal kits are easier to get early on. Violent kit is also a good choice, as always, although it requires higher standards for run to delight the loss of damage per kick. BernardEdit Bernard is a great atb steering wheel and buffer, the usefulness of which is transferred to the dragon's lair as well. While his wind typing puts him at a disadvantage at floor 10, his turn of raising alone makes him a great free monster to round up your team of five, where he hopefully won't rely on to carry things himself. Speed will be your main concern with Bernard. The faster he is, the more turns the rest of your team will get. HP and Defense also help tremendously with survivability. Precision will also be useful, although his wind typing means he will most likely miss half of his debuff attempts against the boss, so don't worry if you can't get his accuracy high enough for that floor. Swift runs are its main set, since the 25% speed stat bonus helps Bernard get over 200 speed easily without much investment in run substans. Violent sets are also viable, although they increase the requirements for statistics, and are usually better on other monsters. MeganEdit KonamiyaEdit Konamiya is an excellent detergent that also provides secondary healing support to the party. 3 turn cooling means that it can provide healing and debuff removal on a fairly consistent basis, and Resurge is an excellent support skill, able to instantly give any party member you target turn instantly (including himself). He makes an excellent free monster for the Dragon's lair, able to cover for the odd time Veromos is unable to clear before the incoming attacking boss, providing additional twists for the rest of his team. Speed will be your main focus, as it maximizes his own healing/ as well as increasing the number of times it can use Resurge. HP and Defense are also good to have for survivability, although its water typing means he can survive a hit or two from a boss without much investment in these statistics. Precision will also be useful as it has one target on his basic attack skill, which can be useful against the early monster waves. Swift runs and will probably be your choice for Konamiya, although violent run will allow him to spam his skills more often (although they raise his demands run a bit). HwaEdit Build 4-Set (s) 2-Set (s) Stat Priorities? Good for? Total support? Swift Focus Energy Endure Nemesis Spd, Hp, Acc All Games Violent Supporter? Violent Focus Will Nemesis Endure Spd, Hp, Acc End Game Violent Attacker? Violent Blade Revenge Will Spd, Atk, CR, CD End Game Swift Striker? Swift Blade Will Spd, Atk, CR, CD, Mid-End game Hwa is an excellent support/DPS monster whose overall usefulness in PVE extends to the dragon's lair as well. With sufficient speed, her passive ensures that it can lock the target almost indefinitely. Both of its attacks also include scaling speed, allowing players to focus on speed without giving away damage. Whether it's used as a pure supporter or a hybrid MONSTER DPS, it makes a great choice for the Dragon's Lair. Speed should be her main focus, no matter what role you want to play for her. Aside from that, her stat priorities will largely depend on what your own priorities/style of play are. Those who opt for a clean support role should try to load up on as much HP and defense as possible to ensure survivability. Those who choose the support/DPS role should prioritize attack, critical speed and critical damage to give it as many punches as possible. In any case, the accuracy should also be high enough to ensure that its chances of resistance are as low as possible. Swift and Violent sets are both a great choice. Whether you opt for a speed bonus stat or turn spam will depend on what you have access to. early game players are more likely to choose Swift run as they are easier to get earlier. Late players who can afford higher stat requirements are more likely to opt for violent runes. TaorEdit Build 4-Set (s) 2-Set (s) Stat

Priorities? Good for? An early striker? Fatal Swift Blade Will Spd, Atk, CR, CD All Games Advanced Striker? Fury Blade Will Spd, Atk, CR, CD Mid-End Game Violent Attacker? Violent Blade Revenge Will Spd, Atk, CR, CD End Game Swift Striker? Swift Blade Will Spd, Atk, CR, CD, Mid-End game Taor is an excellent DPS monster for Dragon's Lair. His second skill hits like a truck, and can be used every second turn for almost spamming. His third works well on the early monster waves, as well as including the AOE slow effect, which will help keep the boss stage crystals in check. In addition, his water input ensures that he can take or two from the boss even without a big investment in HP or defense. Its only downside is that it is a natural 5-star, which means it is likely to be blocked for most players. As a DPS monster with speed scaling attacks, its focus should be on speed, attack, critical speed and critical damage. Damage, that, HP and Defense will help with survivability, although its water typing does provide some inherent protection from the boss. Precision will also be useful to ensure that its debuffs actually stick to his goals. Swift sets will probably be his go-to for early game players because of the speed stat bonus, although Violent is once again a great choice for those who can afford the demands of a stat as the skill spamability is great to have for just about any monster. Deadly and furious or also great to have for their stat bonuses. PoseidonEdit Poseidon is a great choice for the Dragon's Lair. It has a large natural volume with over 11,000 HP and over 600 defenses, and its water input will ensure that it takes at least a few hits from the boss without much trouble. His third skill brings AOE ATB reset and slow debuff, allowing him to keep control not only of the boss, but also of the boss's crystals. He also has the inherent clear as he is able to pass one debuff on himself to an enemy target. Its balanced distribution of statistics means that it can function as a supporter or monster DPS (or even a hybrid assembly). His biggest drawback is probably the fact that he is a natural 5-star, which means he will probably be blocked for most players. His stat priorities will depend on his role in the team. Those who choose a support-based role should focus on support statistics such as speed, HP, and protection. Those who choose a DPS or hybrid role should focus on speed, attack, critical speed and critical damage, while investing in HP and defense when available. Either way, accuracy will be essential to ensure that its debuffs land. Swift run sets are great for helping him stack up and playing the role of off with his third skill. Deadly or furious kits are both excellently sledged for those looking for DPS-based builds. Despair uses his two AOE skills, giving him a good chance at stunning enemies and added CC potential. Violent runes are great for turning spam, although once again they add to its stats requirements. General UseIt This team is designed to work on auto to ensure as little participation as possible. Make sure your AI commands are set to target the default boss. Most coms teams follow the lines of Verdehile (L), Veromos, Belladeon, Spectra/Megan, and Sigmarus/Any Monster DPS. The general turn order should be Spectra/Megan - Veromos/Belladeon - DPS monster, like Sigmarus. This allows Spectra to immediately land a slow debuff on the boss and his crystals to help lock them up early. Megan can immediately follow the ATOM pulse and some buffs, or The boss's immunity has a positive effect to allow Belladeon to strike a break in defense. DPS monsters should go last to take advantage of the installation of party members. If Verdehile is included in the team, he should ideally be down the order of the turn so he can provide an immediate restocking of the turn. Make him move move will recharge the PB, causing waste to pulse it early on. StrengthsEdit is pretty easy to customize with monsters widely available to most people. Flexible and easy-to-tune based on individual preferences and options. Mostly a reliable team with moderate run run requirements. Weaknesses are still largely inaccessible to those who haven't spent much time on the Farming Giant Store or the lower floors of the dragon's lair. Installing a floor makes 100% success rate difficult for most players without great runwork. If Verdehile can't be included, just replace it with either Spectra or Megan. Spectra and Sigmarus are interchangeable with any of the monsters listed in the options category, depending on what you need. Sigmarus can really be subbed for any good water DPS monster. Monster. summoners war dragons db10 team guide

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