



I'm not robot



Continue

Gb10 speed team guide

HomeGuideGiant's KeepSummoners War GB10 Guide. Formatted by Beathem. Click here to go to the original Reddit post. Intro: So a lot of the guides I've seen aren't outdated, but they haven't been updated with newer monsters, so here we go. Giants is the bread and butter of summoner war. Even after some useful runes were removed from it and placed elsewhere, it's still the best idea to stay here for most of your game early, medium and even late. A general rule I've heard I agree with is not to grow dragons until you have a monster with more than 250 speeds. While I don't agree with the exact number, it's pretty good advice because it means that if you have the runes to get a monster up to 250 speed, your other runes you've gotten in the meantime while Giant farming should be pretty good too. What you need on a GB10 team: Clean and remove buff: In GB10, your team gets def breaks and the boss gets an atk benefit. For the most part, you can't have any of these when you attack. DoTs: Along with strong nukers, this will be one of your main sources of damage for the boss. Dent away from Atk and Glancing: Anything to mitigate the damage the boss does is super useful. If you can have atk damage on the boss (2 monsters applying it with 60+% accuracy) you don't have to worry about eliminating the atk benefit on the boss to have a successful career. Heal and def Buff: Once again, anything to increase sustainability is key (optional); improved back, def break, stun and speed will speed up the overall race, but are not necessary if you're not adjusting your team's speed. Notable monsters for giants: 2 and 3 star monsters: Shannon (Wind Pixie) Runes: Swift/Focus(Spd/Hp%/Hp%) o Violent/Energy (Spd/Hp%/Hp%) Provides healing and cleansing in a single movement. Great alternative for we'll see if you don't have it, or you can even pair it with it to make your career even safer. Bernard (Wind Griffon) Runes: Swift/Focus(Spd/Hp%/Acc% or HP%) Improved speed and increase of atk bar for equipment, and atk/def break. It makes the race faster, but more importantly, it gives the boss fewer turns. Belladeon (Light Inugami) Runes: Swift/Focus(Spd/Hp%/Acc%) o Violent/Focus (Spd/Hp%/Acc%) One of the most of the game. This monster is easy to ignore by early gamers, but resting the def, removing buff and boosting the healing bar/atk all in one kit makes it usable in almost every part of the game. Ahman (Light Bear) Runes: Energy(Hp%/CritR%/HP%) o Violent/Energy (Hp%/CritR%/HP%) Although a monster that requires quite good runes to be good, with a to help with the first levels and constant healing, it would be a great addition if you lack other healers. If you can reach a 100% critical rate with only substats (which is ideal), replace the critical rate rune with an HP% rune. Darion (Light Vagabond) Runes: Energy x2/Focus (Hp%/Hp%/Acc%) o Violent/Revenge(Spd/Hp%/Hp%) With a def break, an atk break, and a damage reduction for the rest of the team, you can increase survival in both the early levels and the boss stage. Talc (Water Battle Mammoth): Energy x3(Spd or Def%/Hp%/Hp%) With a high tank, a provocateur, healing, def buff for the team, you will almost always be alive to help make your career safe. Megan (Mystical Witch of Water) Runes: Swift/Focus(Spd/Hp%/Acc%) Although not the best here due to taking neutral damage and not being that tank, she provides a def benefit for the equipment and removing buff if you don't have them, so it's definitely worth mentioning. Decameron (Dark Salamander): Energy x2/Focus (Hp%/Hp%/Acc%) o Energy (HP%) NOT worth 6' ing, but provides atk hits, DoTs, and decent damage against the boss. Rakaja (Wind Yeti) Runes: Energy (Hp%) NOT worth 6' ing, but if you are in desperate need of a healer, it also slows down and helps stun the first monsters of the waves. Priz (Light Elemental) Runes: Sheet x2/Energy (Hp%/Crit R%/Acc%) Very good damage. DoTs in the first skill, and damage reduction makes it quite feasible. Kro (Dark Inugami) Runes: Revenge x3(Hp%/Atk%/Acc%) With his first skill applying DoTs, having him in revenge helps reduce the boss faster, as well as having a fairly high nudity ability on his own. The advantages of 2-star and 3-star monsters are that they are fairly easy to obtain and skill up, although their base stats tend to be a little low, so a general tip is that if they can't reach more than 15k HP to 5, only 6 them. For all these monsters, as they have worse stats, if you can't get your HP above 15k with suggested rune builds, simply change the precision rune to HP%. Speed isn't something you really want to sacrifice, but if you don't have a decent speed rune, just use an HP% one until you have a speed rune. Also wherever there is a set of focus, if the monster is dying too much, try to trade it for a set of energy runes. 4-Star Monsters: Acasis (Wind Sylphid) Runes: Energy (Hp%) or Swift/Focus(Spd/Hp%/Acc%) A large shield AoE shield, decent leader skill, small healing and help apply DoTs makes it a good addition to the team, although with We'll see, I've seen her have trouble getting to the teams. Orochi (Wind Ninja) Runes: R%/Acc% or Atk%) With high enough accuracy and critical rate, you can take 30% of the boss's HP into a skill, as well as apply more DoTs with your first skill and reduce the boss's atk bar with your second, this is just a DPS machine, but you can be stripped naked at the first levels if you're not careful with your Comp. Try to take it at a rate of 100% crit and an accuracy of 60+%. Chasun (Wind Sky Dancer) Runes: Violent or Fast/Energy (Hp%) o Energy (Hp%) Although the only thing that contributes to the race is to look and heal, she is one of the, if not the best healer in the game and is noteworthy. Lushen (Wind Joker) Runes: Anger / Leaf (Atk%/Crit D%/Atk%) o Despair/Focus (Spd/Atk%/Acc%) Great DPS and DC for breeze through the early stages, although it can be a bit soft in the boss stage. Ryan (Water Neostone Fighter) Runes: Swift/Blade(Atk%/Crit R%/Atk%) o Violent/Blade(Atk%/Crit R%/Atk% or Acc%) People can have it because of the HoH recently and it's worth noting. It pulls out a lot of DoTs and provides a def break to help other monsters keep the profit on the boss. The cooldowns are quite low and have surprisingly high HP. Emma (Water Neostone Agent) Runes: Swift/Nemesis(Spd/Hp%/Hp%) o Violent/Nemesis (Spd/Hp%/Hp%) Although he needs to be the ultimate skill in at least his 3rd ability, he can eclipse Belladeon. Provides an effect. AoE def buff, heal and shield makes your equipment quite tank. Briand Runes (Knight of Wind Death): Energy x2/Endure(Hp%/Hp%/Resist%) A harm to help with convenience and resuscitation in case something goes wrong means it only helps the race to be more likely to succeed. Chilling (Water Jack o' Lantern) Runes: Swift/Energy(Spd/Hp%/Atk%) You can make sure that the boss almost never has the atk upgrade, which is important, as well as giving the team a speed upgrade can help speed up your giant race if it's too slow. Shimitae (Wind Sylph) Runes: Despair/Focus(Spd/Atk%/Acc%) Watching and slowing down makes your races a little faster and a little safer. Galleon (Captain Water Pirate) Runes: Violent / Revenge (Spd / Atk%/Acc%) or Swift/Focus(Spd/Atk%/Acc%) Galleon is a monster that is useful in many parts of the game, especially PVP, but can also be very useful here. It makes it possible to simply bomb your way through the boss with its almost endless defense breakups. You can steal attack bar which is GREAT on the boss. Its only drawback is that it is almost a necessity that is skilful. Arang (Wind Nine-Tailed Fox) Runes: Vampire/Focus(Spd/Atk%/Atk%) o Anger/Blade(Atk%/Crit D%/Atk%) She has a lot of production damage, really essential debuffs, self sustain, and her biggest selling point is that she is merging, meaning you are almost guaranteed to be able to get it. Hraesvelg (King Barbarian Wind) Runes: Anger/Focus(Atk%/Crit D%/Atk%) 2 DoTs in 1st skill, a brand effect and self-sustain adds many beneficial things to your career. Mikene (Water Undine) Runes: Energy (Hp%) o Violent/Energy R%/Hp%) He has a decent resuscitation and can freeze at the first skill if criticized. What makes it great is the fact that it's fusable. Lumirecia (Water Sylphid) Runes: Swift/Focus(Spd/Hp%/Acc%) o Energy (HP%) Complete healing, DoTs, natural tank, and skill readjustments makes it good but it's also good in many other areas. Mishael (Light Sylphid) Runes: Swift/Focus(Spd/Hp%/Hp%) o Energy (HP%) DoTs, skill resets, healing, and the def benefit make this a viable replacement for Shannon if you encounter one. Tyron (Water Sylph) Runes: Despair / Focus (Spd / Atk%/Acc%) Used in many places. Tyron helps to put glances on the boss, can CC one-handed in the previous rooms, and can do a decent amount of damage as well. Definitely one of the best runes of nat 4's. Delphoi (Wind Undine): Violent/Harden(Hp%/Crit R%/Hp%) o Energy (Hp%) Having cleanliness and immunity in a single movement and a slow in its first time makes it an integral part of many GB10 equipment. 5-star Monsters: Veromos (Dark Ifrit) Runes: Swift or Violent/Nemesis(Spd/Hp%/Hp%) One of the most influential monsters ever released. Pretty resilient DoTs and a fairly reliable AoE (when very skilled), an incredible leader skill (33% PS everywhere), along with removing a damage from all EVERY turn, along with the base stats of a nat 5' make it a self-insill in most teams everywhere in the game. Theomars (Water Ifrit) Runes: Anger/Blade(Spd or Atk%/Crit D%/Atk%) o Violent or Fast/Blade (Spd/Crit D%/Atk%) Great DPS and hard to get naked if you have multiple sources of healing on your computer. Akhamamir (Wind Ifrit) Runes: Despair / Blade(Spd/Crit D%/Atk%) o Iron/Blade(Spd/Crit D%/Atk%) It helps to apply DoTs on the boss and great CC for the first waves. Sigmarus (Water Phoenix) Runes: Anger/Blade(Atk%/Crit D%/Atk%) Great Leader Skill (44% in dungeons), AoE atk break makes survival more likely, even if you don't forget to put some substats in HP and DEF as it tends to be a bit soft. I will only list the monsters that can be guaranteed, since some people do not have any nat 5s. If you have one, take a look at their abilities. If you contribute some things that a GB10 computer needs, then it'll probably be worth changing something for it. Usable Giants B10 Equipment: (Publish your equipment and we'll put you here. If you can, include your runtime.) Farmable: Bernard, Shannon, Darion, Belladeon, Ahman (pretty standard, but slow arable equipment) Vero (L), Ahman, Bella, Shannon and Bernard (4 minutes) Sigmarus (L), Veromos, Bernard, Shannon, Belladeon (3-4 minutes, success rate depends on whether Sigmarus dies) Akhamamir (L), Sigmarus, Veromos, Bernard, Shannon (2:00-2:30, 99% success rate, needs amazing runes) Baretta (L), Shannon, Bernard, Veromos, Belladeon (3:30, 100%) Semi-Farmable: Lushen (L), Veromos, Belladeon, Bernard and Shannon Sigmarus (L), Veromos, Belladeon, Chasun, Orochi (2.30 min) Laorongni/Sig Bernard, Chasun, Amir, Shannon Orochi(L), Bernard, Shannon, Lushen y Chasun (2 minutos, Chasun se puede reemplazar con Veromos)4 Sigmarus (L), Veromos, Shannon, Bernard (Lv1 35), Belladeon 100% (3minutos) Orochi (L), Belladeon, Shannon, Bernard y Yen Sigmarus (L), Veromos, Veromos, Veromos, Veromos, Orochi, Galeón (2 minutos, 100%) Lushen(L), Lushen, Bernard, Belladeon, Chasun (1m30s 90%+ éxito) Orochi (L), Lushen, Lushen, Shannon, Bernard Orochi (L), Lushen, Ahman, Bernard, Shannon (3:30 tops) Sigmarus (L), Veromos, Bernard, Belladeon, Chasun (3:30 90%) Orochi (L), Lushen, Acasis/Eladriel, Bernard, y Shannon (2:00-2:30) Vero (L), Lushen, Shannon, Bernard, Belladeon (2 min) Sigmarus (L), Akhamamir, Galleon, Hwa, Megan (1:30) Veromos (L), Akhamamir, Belladeon, Shannon, Lushen (2:10) Theomars (L), Lushen, Bernard, Galleon, Hwa Lushen (L), Sigmarus, Bernard, Shannon, Belladeon (2 minutos) Theomars (L), Lushen, Bernard, Veromos, Shannon (1:45) AcAsisisis (L) Shannon, Bernard, Ahman y Belladeon Theo (L), Lushen x2, Bernard, Galleon (1 min) Lushen (L) Lushen Sigmarus Hwa Galleon (1 min 99%) Nat 5s: Veromos (L), Perna, Chasun, Belladeon, Shannon Veromos (L), Theomars, Taor, Belladeon, Emma (100% tasa de éxito, 2'30) Veromos (L), Shannon, Bernard, Belladeon, Ariel (95% tasa de éxito con todos a 5' s) Sigmarus (L), Veromos, Ritesh, Shannon, Bernard (95% Tasa de éxito, 2'30) Veromos (L), Bella, Shannon, Bernard, Teshar (95% tasa de éxito, 3:30) Charlotte (L), Orochi, Orochi Bernardo, Bella, Veromos (Alrededor de 2:30) Vero (L), Belladeon, Ariel, Seara, Orochi (2:30-3 min) Veromos (L), Ritesh, Sylvia, Belladeon, Shannon (3:30) Seara (L), Lushen, Shannon Bella, Veromos (1:45) Sigmarus (L), Veromos, Teshar, Bernard, Belladeon (2:15) Teshar (L), Hwa, Galleon, Theomars, Bernard (1:20-1:30, 100%) Seara (L), Veromos, Theomars, Camilla, Galleon (tiempo medio 1:20, 99.5% de éxito) Sigmarus(L), Shannon, Lagmaron, Belladeon, Veromos (100% tasa de éxito, 1'50) Teshar (L), Orochi, Bernard, Lushen, Galleon (95% 50-70 segundos) Veromos (L), Shannon, Belladeon, Bernard, Taor (98% tasa de éxito, 3min) Veromos (L), Shannon, Bella, Camilla, Bethany (2:40)