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## Dragons b10 guide

Summoners War Dragons B10 Guide by Rayne88This is intended as a rule of thumb general guide on how to create your own DB10 team with the mountains you have and edit. For those with dungeon breaking mons such as hwa, verde, and velajuel, you probably don't need this guide to DB10. I will give examples of farmable mountains for all the roles I will go over for the F2P players out there. However, I won't be giving rune suggestions for mountains like Bella and Ahman, if you're at a point where you're ready to create a DB10 team, you should already know how to run such mountains. Disclaimer: This guide is not for lowbies below level 40. DB10 is the hardest dungeon in the game and in order to be able to farm successfully there are a number of conditions you must meet before you try to tackle it. Remember that these are only meant as a benchmark to see if you are ready for dragons B10. You need a handful of 6\* mountains. You need at least a few sets of decent usable violent runes and/or other 6\* rune sets. You should be able to clear at least TOA 70 normally, you need a giants B10 team. Intro: There are a few things that make DB10 the hardest dungeon in the game. 1. Crystals can and will def debuff your mountains making them easy targets (AI will target def debuffed mountains). 2. Zaiross miniboss level will destroy unsuspecting teams with the max cooldown and def breaking heavy hitting crystals. 3. Dragon boss has a powerful counter when you kill crystals, does great damage to mountains with continuous debuff damage, and gets a wave of power when below 30% health. 4. If you have decent violent runes, use them for your support mountains, cooldown reduction is essential and can be the difference between winning and failing. With all these tough enemies, DB10 is really scary, even for experienced players. Team Building: In order to be able to complete this car/semi car dungeon, there are several roles you need to fill your mountains. The DPS - This is the guy who does the great damage, 1 shot the crystals, and makes the dragon writhe in pain. A perfect mon for this is Sigmarus (water phoenix), he is fusable, does great damage, can cc with 1st and 2nd skill, and 3rd skill can apply atk debuff. As a bonus he comes with a big dungeon hp lead that will help you survive. Other mountains that can potentially fill this role including heavy hitting nat5\*'s is Kaz, Susano (water ninja fusion), Roaq (perhaps), or a mon that can apply continuous damage at a good rate. Lumi (watersylphid) and baretta (fire sylph fusion) can also fill the role of the DPS with their continuous damage skills. Personally, if you don't have any of these samples and don't feel like fusing sig, Susano is definitely a good monster to melt and use for The debuff clearer - This mon's main goal is to clear debuffs and dots of enemy mobs. Kona (water garuda) is good for this, but what I have out after many runs of DB10 is that its AI sucks, and can lead to your death. You want him to have 100% resis, and very high speed if he's your only debuff clearer (probably 170 spd or more) along with decent horsepower (18K+), and of course violent runes. Many of the times for me, Kona himself is not enough, especially if his spd is not high enough, in this case you want to pair him with another debuff remover or immunity buffing mon i.e. chloe, fedora, delphoi, and anavel. If you are lucky enough to have Velajuel (fire archangel), he is all you need for this role as 3rd skilled is maxed. The best attainable mon for this role IMO, is veromos (dark ifrit). Not only does he clear 1 debuff of each sample each turn, but he can also apply dots to the towers/boss and cc with his second skill, along with his 33% HP lead. If you use him as your only debuff more clearly, you want him to either be violent and have 140+ spd, or quickly with as much spd as possible (170+) or he won't be able to clear the dragons debuffs. Runes must be spd/hp/hp. The Reviver - Due to the power of the crystals, zaiross miniboss, and the dragon boss himself, your monster will die. That's why you almost always want a reviver in your team. Mikene (water undine), Michelle (wind epikion), Briand (wind death knight) can fulfill this role. For this mon you want him/her to have a high horsepower (especially briand and michelle) and the highest possible resistance. The reason for resistance is because you don't want this mon to die for the dragon, or its almost a guaranteed fail if you're on car. Mikene and Michelle are probably the easiest to obtain for this role, and both would benefit from violent runes. If there are no violence available, you can put them on energy sets or fast sets (desperation work for mikene too) to increase their speed. For Mikene you want at least 20k hp and a good resis. Michelle and Briand require more horsepower because of their elemental weakness to the dragon. And 5. The Healers – These dungeon dishes out so much damage that IMO it's never a bad thing to have too many healers. This is also where you use your secondary debuff clearer/immunity giver. Good mountains for this role are Bella (slightly inu-farmable), ahman (slightly bearman-farmable), chloe, chasun, delphoi, fedora (perhaps), anavel. Tips: Chasun is very good for dragons, if you are lucky enough to use her on healing skills. If you like Kona if you're lonely debuff clearer, he should have 100% resis (or close to it), 170spd (or more), and at least 18k horsepower on violent runes. No less and be willing to fail quite a few times. Bella and Ahman are a great 1-2 combo healers for this, and you probably already have them for giants. A Def debuffing healer like Bella will Runs a lot easier because the DPS ma should be able to 1 shot a crystal after Bella debuffs. Strategy:Semiauto strategy:a. Crystal levels – Goal Larger crystals first cuz they do more damage.b. Miniboss level - focus on the left crystal first, then right, then zaiross. Left tower has less horsepower than the right tower.c. Boss level - target left tower, if your reviver gets the last hit on the tower and dies to target the dragon counter on the dragon next. If not, aim right tower next then dragon. The reason you want to kill both towers is so that you either dot the boss or debuff the boss, remember when he increases 30% hp or less his attack ability, at that point the longer the fight is the more likely you are to fail. Auto strategy - left tower then boss. The reason I say this is because if your reviver dies at the dragon counter of killing the left tower, you cant risk losing another mon at the counter after you kill the right tower. Focusing on the left tower then boss will assure you the higher chance of victory, even if RNGESUS doesn't like you. About my team - I run Sigmarus, Veromos, Chasun, Bella, and Mikene, on full car. The only time I lose is when Mikene is targeted and killed in the zaiross miniboss phase, and Sig is killed in the next phase. Veromos chasun and bella can take out the boss as long as the left tower is gone. Monsters here: x5PsGxE,6DFMj4w,z4bJ4ZW,PevQbSI#4 are all violent except Sigmarus who anger knife. There are 5 images in the link one for each sample. Sorry for the bad spelling, grammar, and other issues in the post, I write this while at work, so there's not much time to edit. Feel free to post comments and suggestions. Shoutout to the guys in Malicious guild who helped me build my DB10 team. You guys are the best! TL:DR FUSE VEROMOS — Why DB10? because it is necessary for the transition to become a Master Summoner. In the previous chapter we conquered the Trials of Ascension 100F and can now run GB10 speed. These two milestones allowed us to collect valuable rewards, such as calling up roles, resources, and runes. Now you may be wondering what's next? or how should we apply it to move forward? One of the reasons we grind the GB10 dungeon is to collect runes (Swift runes specifically) to prepare and dominate the Dragon's Lair B10 (DB10). DB10 is the main source of Violent and Revenge runes that are essential for PvP and PvE battles. It is true that runes make the monster special and these runes, especially Violent, can be used in most of the game content. Violent+Revenge rune set is also the ideal set for Necropolis (end-game dungeon). So in this chapter, we will break the specific requirements and team compositions of the current monsters we have to conquer the Dragon's Lair B10! Get ready when we get out of the way to become a Master Summoner! Dragon's Lair B10 is known for inflicting AoE continuous damage. As a starter, it is important to form a team Decent sustain samples with cleanse/immunity and cure to have reliable DB10 runs. The Boss is a fire element, so it is also useful to exclude a wind element sample (unless tank) from the team. There are two types of teams, namely Tower Teams and Face Teams as explained here. MonsterLeader Skill VeromosLeader Skill, AoE Cleanse, Crowd Control, Continuous Damage SigmarusLeader Skill, Daamge Dealer, ATK Break LapisLeader Skill, AoE Crowd Control, Damage

Dealer, DEF Break, ATB Reduction Belladeons Bufftrip, DEF Break, AoE Heal and ATB Increase BarettaLeader Skill, AoE Crowd Control, Damage Continuous, ATB Reset KonamiyaAoE Cleanse and Heal, ATB Increase SpectraAoE Crowd Control, Damage Dealer, MeganContinuous Damage, Strip Buff, DEF and ATK Buff, AoE ATB Increase, VerdehileLeader Skill, Damage Dealer, AoE ATB Increase TarqCooldown Reduction, Damage Dealer TheoLeadermars Skill, DAMAGE Dealer, DEF Break, Continuous Damage, Below are the minimum statistics needed for your monsters to run DB10 in car. As explained earlier, grinding GB10 is important because you need good runes to run this dungeon. Veromos, Spectra and Belladeon, in which all three were part of your ToA team, are essential for DB10 starter Face Teams. Sigmarus can later be used to speed up your runs, but these three should be prioritized so you can create a safe Face Team. And as for Tower Teams, the target order during the boss stage is, With Rezzer: Left tower &gt; Right tower &gt; Boss Without Rezzer: Right Tower &gt; Boss MonsterRune SetSlot 2,4,6SPDHPDEFAccuracy Veromos / or SPD / HP% / HP%170 19k80045% -&gt; 55% Sigmarus / SPD or ATK% / ATK or CD% / ATK% or HP%11015k700Non-Priority Belladeon / or SPD / HP% / HP% or DEF%18019k 85045% -&gt; 55% Lapis or / SPD / HP% or ATK% / ATK%140 -&gt; 17014k -&gt; 17k500 -&gt; 700Non-Priority Baretta / SPD / HP% / HP%170~17520k70045% -&gt; 55% Konamiya / or SPD / HP% / HP% or DEF%170~17512k -&gt;17k700Non-Priority Spectra or / or SPD / HP% or CR% / HP%21018k80045% -&gt; 55% Megan / or SPD / HP% / HP%18012k -&gt;17k70055% Verdehile / SPD / CR% / ATK% or HP%190 (1st turn) 170 (last turn)18k700Non-Priority Tarq / or SPD or ATK% / ATK% or CR% or CD% / ATK%190 (1st turn) 160 (last turn)17k650Non-Priority Theomars / SPD / CD% / ATK%18014k750Non-Priority We will build around Veromos , Spectra and Belladeon as a start because they are already part of your ToA core team. Which means they have to be 6\* and run properly to meet the minimum statistics listed above. Also upgrading their runes will open up the possibilities of clearing more stages in ToA (Hard). TeamLine-upAttack OrderAttack Pattern (Boss Stage) Standard Face Team Spectra &gt; Megan &gt; Belladeon / Veromos &gt; SigmarusBoss &gt; Left Tower &gt; Right Tower Spectra &gt; Megan &gt; &gt; / Veromos &gt; TheomarsBoss &gt; Left Tower &gt; Right Tower Tower Team (Met Rezzer) Megan &gt; Belladeon / Veromos / Briand &gt; SigmarusLeft Tower &gt; Right Tower Tower Boss Megan &gt; Belladeon/Veromos/Mikene &gt; SigmarusLeft Tower &gt; Right Tower &gt; Boss Tower Team Megan &gt; Belladeon/Veromos/Delphoi &gt; SigmarusRight Tower &gt; Boss &gt; Left Tower Fuse Verdehile to improve the bright time of your Face Team (2 min under runs). Equip Focus runs on your buffers (strippers/CC) to achieve 55%+ accuracy and clear DB10 efficiently. DB10: Spectra and Verdehile as 6\* Max. Megan can stay as 5.\* NB10: Colleen as 6\* Max, Xiong Fei Fusion. Farm for ideal 5\* and 6\* Violent and Revenge runes (At least Hero/Purple grade). Power up to +15 on all your slots 4/6 6\* runes. Power up to +12 on all your slots 1/3/5 5\* runes. Level-up focus on Sky Tribe Totem to add speed on your DB10 runs. Sell slots 4/6 5\* Violent runes unless the main stat is HP%. Assign crystals for energy fillings. +15 your 6\* main stat runes (2/4/6) especially SPD, HP% and ATK%. Keep an eye on 6\* Hero and Legend runes at Magic Shop. Buy when it fits the statistics you want. Remember to collect guaranteed crystals from beating your rivals every time they are up. Collect rewards from events, they give a lot of resources. Resources.

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