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Giant warrior summoners war best

Cons 3a ability cannot 1-shot Theomars unless persevering is already activated before the first attack ability inflicting low damage because it scales into the atK insertion code &iframe frameborder=0 width=500 height=500 src= Grade ★★★★★★★★★★ Level Min Lv. 30 Min Lv. 35 Min Lv. 40 Normal HP 3195 5430 4350 7390 5910 10050 AT 171 291 233 396 316 5 38 DEF 192 327 261 444 355 604 Awakened HP 3555 6060 4845 8235 6585 11205 AT 178 303 242 412 329 560 DEF 213 362 290 492 394 670 SPD CRI RATE% CRI DMG% RES% ACC% Unsathed 95 15 50 15 0 Awakened 96 15 50 40 0 Leader skill : Increases the PS of allied monsters by 22%. Skill 1: Iron Throw [380%]: Attack the enemy and reduce the attack bar by 30% with a 50% chance. Lv.2 Damage +5% Lv.3 Harmful Effect Rate +5% Lv.4 Damage +5% Lv.5 Harmful Effect Rate +5% Lv.6 Damage +10% Lv.7 Harmful Effect Rate +10% Lv.8 Damage +10% Lv.9 Harmful Effect Rate +15% Skill 2: Atlas Stone: Throw the weapon into the sky and share damage with all enemies by the amount of your MAXIMUM HP in your next turn. This attack cannot be counterattack. (Reusable in 6 laps) Skill 3: Survival Weight (Passive): You cannot counterattack or attack along with other allies while the weapon is not in your hand, but your defense will increase by 50%. It also reduces cooldown when attacked. [Auto Effect] Early Play / Power Build Power 3x SPD or HP%/HP%/HP% Violent Build Violent + Energy SPD or HP%/HP%/HP% [...] Read the full name of the Vidurr Review Description Iron Throw attacks the enemy and reduces the attack bar by 30% with a 50% chance. Weak Point Strike Attacks the enemy target and reduces the target's attack bar to 0. This attack will deal more damage based on your Defense. In addition, this effect cannot be resisted if the enemy receives a harmful effect. (Reusable in 4 laps) Fighter Return (Passive) Returns to the Fighters' Room at the time of death to be revived to 30% PS and increases attack and defense power for 3 turns. [Auto Effect] (Reusable in 11 turns) Bagir, the Giant Water Warrior is a great three-star monster. It works well in both pvp and pve. It has an impressive third ability that eliminates all beneficial effects on the target and then the defense breaks it for three turns: there aren't many skills in the game that strip the enemy and the defense breaks it. This ability is invaluable in pvp, in guild content, both in the sorority war and in the siege battle: go directly with Bagir against an immunized enemy, fight him and then go after him with a fast nuker, such as Hwa, for example, to Bagir's base speed is very high as he gains 15 speed upon awakening: you must build it fast, so you can choose to use the third or second ability that will deplete the enemy's attack bar. Whith his skill set, the water giant it is also good in pvp, especially against Dragon B10 (def break and, reduction of the attack bar, eliminate the beneficial effect). [...] Read bagir Review Name Description Iron Throw's full name attacking the enemy and reduce the attack bar by 30% with a 50% chance. Weak Point Strike Attacks the enemy target and reduces the target's attack bar to 0. This attack will deal more damage based on your Defense. In addition, this effect cannot be resisted if the enemy receives a harmful effect. (Reusable in 4 laps) Powerful Throw Attacks the enemy to eliminate all beneficial effects granted to the target and weakens the Defense for 3 turns. Damage increases based on your Defense. (Reusable in 5 laps) [...] Read Full Skogul Review Name Description Skill Leader Increases the defense of allied monsters by 22%. Iron Throw Attacks the enemy and reduces the attack bar by 30% with a 50% chance. Atlas Stone Throws the weapon into the sky and shares damage with all enemies for the amount of your HP MAXIMUM on your next turn. This attack cannot be counterattack. (Reusable in 6 laps) Survival Weight (passive) You can't counterattack or attack along with other allies while the weapon isn't in your hand, but your defense will increase by 50%. It also reduces cooldown when attacked. [Auto Effect] [...] Read Full Einheri Review Name Description Skill Leader Increases the attack speed of allied monsters by 17%. Iron Throw Attacks the enemy and reduces the attack bar by 30% with a 50% chance. Weak Point Strike Attacks the enemy target and reduces the target's attack bar to 0. This attack will deal more damage based on your Defense. In addition, this effect cannot be resisted if the enemy receives a harmful effect. (Reusable in 4 laps) Catastrophe deals damage proportional to your defense to all monsters except yourself, and stuns all monsters. This effect cannot be resisted. (Reusable in 6 laps) [...] Read the full name of Back Review Description Weight of Death (passive) You can't counterattack or attack along with other allies while the weapon isn't in your hand, but it compensates for incoming damage that can cause you to die and instantly gets another turn. [Auto Effect] Leader Ability Increases the PS of allied monsters by 22%. Iron Throw Attacks the enemy and reduces the attack bar by 30% with a 50% chance. Atlas Stone Throws the weapon into the sky and shares damage with all enemies for the amount of your HP MAXIMUM on your next turn. This attack cannot be counterattack. (Reusable in 6 laps) Iron Throw: Attack the enemy and reduce the attack bar by 30% with a 50% chance. Lv.2 Damage +5% Lv.3 Harmful Effect Rate +5% Lv.4 +5% Lv.5 Harmful Effect Rate +5% Lv.6 Damage +10% Lv.7 Harmful Effect Rate +10% Lv.8 Damage +10% Lv.9 Harmful Effect Rate +15% Multiplier - 380% of ATK stat before reducing Weak Point Strike: Attack the enemy target and y y Target's attack bar at 0. This attack will deal more damage based on your Defense. In addition, this effect cannot be resisted if the enemy receives a harmful effect. (Reusable in 4 laps) Lv.2 Damage +10% Lv.3 Damage +10% Lv.4 Cold Weather Focus -1 Multiplier - 200% of atK stat and 330% OF DEF stat before reducing Powerful Throw: Attack the enemy to eliminate all beneficial effects granted to the target and weaken the Defense for 3 turns. Damage increases based on your Defense. (Reusable in 5 laps) Lv.2 Damage +10% Lv.3 Damage +15% Lv.4 Cold Turn -1 Multiplier - 840% of DEF stat before reducing Leader ability: None 2 - Sets ? Will 4 - Set ? Violent 2 - Sets ? Blade, Guard 4 - Set ? Rage GB12 (8/10): It's good here, but it needs to be paired with the immunity monster like Fran so as not to be broken by the Giant's Tower. DB12 (10/10): It's a beast for the Dragon's B12 to reduce the ATK Bar, Strip, Def Break, and deal damage! NB12 (0/10): It is quite useless in Nerco B12 because it does not have Multi-Hits. SF10 (4/10): Could be used here to tank the boss while dismantling buffs and attack bar. PC10 (0/10): Does not offer enough to be useful here. ToA (8/10): Their skills are great for bosses to keep them at bay. Rift of the Worlds (0/10): Cannot be used here. Maze (0/10): Does not offer enough CC to be useful here. Dimensional Hole (4/10): Can be used for elemental constraint stages. Arena (0/10): Not useful here because you want AoE teams to cut to grow Arena. Guild Wars (10/10): Can be put into defense for your strip and used in niche equipment for offense. RTA (3/10): Has niche uses here if your opponent has many Fire units. Summary: Skogul is one of the best natural 4-star monsters for Guild Wars and even has some utility in PvE content. Is it worth using Summon stone for:: Yes, many players use their Summon Stones to get a Skogul or two, but you should only do so if you already have the following Nat 4: Lushen, Shaina, Sabrina, Hwa, Talia. How to Build/Rune: For Guild Wars you'll want it with about 100% stamina and tons of PS with decent speed. You want high resistance because if Skogul is stunned while the Atlas Stone is in the air he won't land and you want a high PS because the more PS he has, the more damage his Atlas Stone will do. You don't need any crit rate or Crit damage because the Atlas Stone does exactly Skogul's Max HP as damage and can't be a critical hit. For R5 you'll want 70% resistance with 15% accuracy, tons of HP with decent speed. 70% resistance will give you 100% resistance with 30% resistance leader in R5 and 15% is limit accuracy limit for Rift of Worlds content. Violent construction is ideal for Guild Wars because Skogul can throw the Atlas Stone and the violent proc into it falling Vampire construction is also great because your opponent will be trying to kill your Skogul and when the stone lands it will heal you again. Vampire is also the best set for an R5 Skogul so you can tank the front line, even if your healer dies. For Destroy side sets it's great for PvP because it means your opponent has to win before Skogul gets off a few Atlas stones, as they won't be able to heal the damage again. Nemesis is also great because while your opponent tries to kill your Skogul before the stone lands they will give you attack bar that will make the stone earth faster. If you can't get good stats with those sets, just look for something like Energy or Persevere to get your HP and Higher Resistance. How to counter in PvP: Skogul is very difficult to counter in Guild Wars so it's so good. The easiest way to counteract it is with some kind of copper/bulldozer equipment. You want to try to kill the Skogul before this Atlas Stone can land. The only other way to counter it is by bringing a high HP tank equipment with good sustenment, but if the Skogul is in destroying runes they could close their entire plan. Trying to lock him up with stuns doesn't work most of the time because he's usually paired with teammates who can clean up and give him immunity. How and where to use: Skogul should be used safely in Defense and Offense for Guild Wars. Here are some strong guild war defenses with Skogul: Aegir (L), Skogul, Triana Aegir (L), Skogul, Harmonia Aegir (L), Skogul, Platy Khmun (L), Skogul, Orion Skogul is also a large frontline tank in R5 that can be used as a third damage dealer. Distributor.

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