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Vampire lord summoners war skill up

Meet another Golem, send questions, comments and suggestions to which the Golem War will answer! Cons Low base SPD Situational use arena / GW offense Embed code <iframe frameborder=0 width=500 height=500 src= in: Attack Type, Dark Element, Monsters, 5-Star Edit Comments Share Navigator: 15 High 5 Mid 20 High 10 Mid Stats reflect 6-star max, with each bar reflecting how this particular statistic compares to the minimum and maximum that can be found among all monsters. Leader Skill: Increases the attack power of allied monsters in Dungeons by 38%. 200% x2 Vampire Bat: Attacks the vampire 2 times with the bat and recovers hp by 30% of the damage dealt. Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Damage +5% Lv.5 Damage +15% 620% Weakness: Attacks and weakens enemy attack power and reduces enemy attack speed for 2 turns with a 75% chance. The target will not be awarded with beneficial effects for 2 turns with a 75% chance. (Multiple use in 4 turns) Lv.2 Harmful Effect Indicator +5% Lv.3 Damage +10% Lv.4 Harmful Effect Indicator +10% Lv.5 Harmful Effect Indicator +10% Lv.6 Cooltime Turn -1 Blood Contract: Makes That blood contract with all allies to grant the vampire effect, which heals their HP for 20% of the damage dealt for 3 turns and increases their attack power for 3 turns. (Multiple use in 6 turns) Lv.2 Cooltime Turn -1 Lv.3 Cooltime Turn -1 Grade ★★★★★ ★★★★★ Level Min Lv. 35 Min Lv. 40 NORMAL HP 4140 7020 5625 9555 ATK 323 549 439 747 DEF 257 436 349 593 Awakened HP 4350 7380 5910 10050 ATK 361 613 491 834 DEF 276 468 375 637 SPD CRI Rate CRI DMG RES ACC Unawakened 98 15% 50% 15% 0% Awakened 99 15% 50% 15% 0% Additional notes[edit | editing sources] Dark Vampire Lord skills can be leveled, feeding or evolving with monsters from the vampire family. 5-star Content of the Attack Type Dark Element Monsters community is available as part of cc-by-sa, unless otherwise noted. Verdehile (Fire Vampire) is a very good monster of utility support in the summoner war. Despite being a monster-type attack, it is mainly used for his third skill: his critical hits fill the attack bar of all allies by 20%. It is often triggered violent/revenge, so it can brutal proc and/or revenge proc (the latter is especially good because its first skill makes 2 attack, which means a 40% increase in the attack bar for all allies). It is most commonly used in dungeons (amazing attack speed leader skills of 28%) and ToA (especially in ToA 100), because with it the whole side can easily outdo the enemy, and that means more buffs, more debuffs and more healing before the enemy can start their turn. Verdehile in Dragon B10 Its Main can be tested in dragon dungeon, where it plays an important role, especially in Teams where everything, not just his leadership skills is for speeding up the run. The most famous team is Double tarq + galleon + DPS (theomars, shi hou (king of water monkeys), hwa, etc.), this Fire Vampire team is the leader and must be fast but no faster than tarqs, and finally must be running Attack, not HP, because you will need more damage as possible. With his first skill, you'll have double single target hits with some nice damage in the set + team-wide attack bar boost. If you tarq him first with his third skill you'll have a refreshing cooldown for the galleon to spread your time to loot more times, for water hellhounds to get their third skill available earlier and in the meantime you can get a group attack that includes Verdehile (more attack bar boost) or for a DPS unit to kill enemies in his turn. If you're at the beginning of the game, but you've been lucky enough to scroll through the Fire Vampire than forget about Tarqu and try with a stable (not so slow) team like Verde (L), veromos, belladeon, spectra, hwa and keep Verde HP% to make your runs safer. Rune Verdehile build PvE: Violent/ Revenge or Violent / Nemesis or Swift / Revenge - SPD / % Crit factor / %HP or SPD / % Crit factor / %ATK also try to get a 100% crit rate and make it as soon as possible. Detailed statistics about Verdehile could be recovered on SWARFARM Verdehile User rating: 4.45/5 based on 262 Monster Type reviews: attack Speed CRI Rate CRI Dmg Resistance Accuracy 99 15% 50% 15% 0% Description, multipliers, cool time and Verdehile's skill power: Increases the attack speed of allied monsters in Dungeons by 28%. Vampire Bat200% x2 attacks with a vampire bat twice and recovers HP by 30% of the damage dealt. Lv.2 Damage +5%Lv.3 Damage +5%Lv.4 Damage +5%Lv.5 Damage +15% Noble Contract300% x2 Deals two powerful blows. This attack receives a 30% critical speed bonus. (Multiple use in 3 turns) Lv.2 Damage +5%Lv.3 Damage +10%Lv.4 Damage +10%Lv.5 Cold Room Rotation -1 Blood-Healing (Passive) Your critical hits increase the attack bars of all allies by 20%. This effect does not affect allies who have similar skill effects. [Auto Effect] Youtube Videos featuring Verdehile Verdehile Rune Build Fire Vampire Review Reafi Verdehile Review Early-Mid Game Review by ShinySparky How to Get Vampire Fire in Summoners War Can You Get Vampire with Mystical Scroll, Mystical Summon (Crystals), Legendary Scroll, Fire Scroll, Temple of Wishes, Fusion Hexagram How Much Devilmon to Max Skill-Up Verdehile? 8 Devilmons/Other Vampires are needed to power all Verdehile (Fire Vampire) Mininum skills and maximum stats for each level Form Stars Attack Defense Hp Awakened Min: 258 Max: 440 Min: 161 Max: 273 Min: 3,135 Max: 5,340 Przesadzil Min: 35 2 Max: 597 Min: 219 Max: 371 Min: 4,275 Max: 7,260 Przesadzil Min: 478 Max: 812 812 297 Max: 505 Min: 5,805 Max: 9,885 Unawakened Min: 220 Max: 374 Min: 157 Max: 267 Min: 2,985 Max: 5,0085 Unawakened Min: 299 Max: 509 Min: 214 Max: 363 Min: 4,065 Max: 6,900 Unawakened Min: 407 Max: 692 Min: 29 1 Max: 494 Min: 5520 Max: 9,390 Verdehile Fire Rating in PVP and PVE Arena Defense (4.4 / 5) Arena Offense (4.5 / 5) Guild War Offense (4.4 4 / 5) Defense War Guild (4.6 / 5) Your feedback by Summoners War Monsters, last updated 2021-01-08 Vampire Bat: Attacks 2 times with vampire bat and recovers HP by 30% of the damage dealt. Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Damage +5% Lv.5 Damage +15% Multiplier - 200% x2 ATK Stats Before Weakening Reduction: Attacks and weakens enemy attack power and reduces enemy attack speed for 2 turns with a 75% chance. The target will not be awarded with beneficial effects for 2 turns with a 75% chance. (Multiple use in 4 turns) Lv.2 Harmful Effect Indicator +5% Lv.3 Damage +10% Lv.4 Harmful Effect Indicator +10% Harmful Effect Factor Lv.5+10% Lv.6 Cool Time Multiplier -1 -620% ATK Stats Before Weaken reduction (Boost Attacks): Enemy 3 times. Each attack weakens the enemy's attack power, reduces the attack speed of the enemy, and blocks favorable effects for 2 turns with a 75% chance for each. (Multiple use in 4 turns) Lv.2 Harmful Effect Indicator +5% Lv.3 Damage +10% Harmful Effect Factor Lv.4+10% Harmful Effect Factor lv.5%, 10% Lv.6 Cooling Time Rotation -1 Multiplied -230% x3 ATK Stats Before Reducing Blood Contract: Includes a blood contract with all allies to give the vampire an effect that heals their HP by 20% of their damage per 3 turns and increases their attack power for 3 turns. You immediately gain another turn after using this skill. (Multiple use in 6 turns) Lv.2 Cooltime Turn -1 Lv.3 Cool Spin -1 Multiplier -No Leader Skill: Increases the attack power of allied monsters in Dungeons by 33%. 2 - Sets of | Blade, Energy, Shield 4 - Set | Fatal , Rage 2 - Sets | Revenge 4 - Set | Violent GB12 (8/10): Eirgar's skills are very useful for speed and survival. DB12 (8/10): Has a similar role in Dragon's B12 as in GB12. NB12 (8/10): His 2 hits are good for breaking through the boss's shield while healing and strengthening the team. SF10 (10/10): Eirgar is one of the best monsters for steel fortress B10. He offers a favorable block, buff atk, atk debuff, slow SPD, and keep for his team and also being able to deal damage! PC10 (10/10): Has a similar role in Punisher Crypt B10 as in SF10. ToA (4/10): Can be used here to speed up gears and increase survival. Rift of Worlds (8/10): Shines in the Wind Rift Beast as it gives your team a vampire maze (7/10): It's good at some stages in the Lab. Dimensional Hole (7/10): It's good for Arena (0/10): Not recommended here. Guild Wars (3/10): Can be used in some early team compositions, but there are better buffers like Fran. RTA (0/10): Vampire Lord is not recommended here.

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