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Summoners war fire beast team

English (United Kingdom) English (United States) Español (Latinoamérica) So far, we have already cleared the B10 Dungeons of Giant's Keep, Dragon's Nest, and Necropolis. From now on, we will grind these dungeons to accelerate our progress (resources, runes, etc.). As we approach the end of the PvE game, the next challenge is to speed up dungeon routes and clear Rift Raid Level 5. Now, to achieve our goal, we will introduce you to a game-changing monster available through Craft, Homunculus (Attack). This monster rats is the ultimate PvE unit ideal for improving our dungeon run. Most importantly, you don't have to rely on luck because this monster is cultivated through boat runes from materials dropped by Elemental Beasts. Homunculus can only be obtained through the building. You can build 2 types, Attack (Fire, Water, Wind) and Support (Light, Darkness), each having various skills and special abilities. Unlike regular monsters, the owner has the ability to choose his elemental characteristic, name and set of skills. Obtaining one is definitely game-changing because Homunculus is designed to complete any team lineup that makes it one of the highest rated PvE monsters in the game. Known for its versatility, it can be used in many different scenarios depending on your Homunculus skill-tree path. The call of Homunculus requires crystals taken from the elemental dungeons of the rift. Fire Homunculus will be built by default. To change its element to Wind Water, you need to develop its first capacity into the elemental equivalent you desire. The skills for the Homunculus are only possible with the use of Devilmons. Players can have both the support and the Homunculus attack, but only 1 of each. Currently, only one Homunculus of any type can be called at the same time by any player. This means that a player cannot possess two types of attack or two types of Homunculus support at the same time. Homunculus cannot be used in arena or guild wars defense teams, and real-time arena (RTA). 200 frozen water crystals taken from the water monster (dungeon rift) 400 flaming fire crystals taken from the fire beast (dungeon rift) 200 swirling air crystals taken from the air beast (crack dungeon) 400 Concentrated Magic Crystals Obtained From Any Of Elemental Beasts (Rift Dungeon) 100,000 Mana Stones Skill 1 200 Water Crystals/Fire Crystals/Wind Crystals 100 Glossy Light Crystals tar-black dark crystals 200 concentrated magic crystals Capacity 1 Upgraded 400 water crystals/fire crystals/air crystals 200 brilliant light crystals 200 tar-black dark crystals 400 concentrated magic crystals capacity 2 600 water crystals/crystals fire/air crystals 300 Glossy light crystals 300 tar-black dark crystals 600 concentrated magic crystals capacity 2 upgraded water crystals/fire crystals/air crystals 400 brilliant light crystals 400 tar-black dark crystals 800 concentrated condensed Skill Crystals 3 1000 Water Crystals/Fire Crystals/Air Crystals 500 Glossy Light Crystals 500 Tar-Black Dark Crystals 1000 Concentrated Magic Crystals All Skills Maxed Set 300 0 water crystals/fire crystals/air crystals 1500 bright light 1500 tar-black dark crystals 3000 concentrated magic crystals at any point, players can choose to reset their Homunculus skills, challenging their abilities to return to the default versions, as well as their item back to the default fire. Players can choose one of the following two payment options: 150 Frozen Water Crystals 150 Flaming Fire Crystals 150 Swirling Wind Crystals 300 Concentrated Magic Crystals 150 Crystals of the current item or Once the skills of Homunculus have come back, players can develop their skills back to the highest point previously achieved at no additional cost. Previous skills will also be maintained after skills are restored. Finally, if players change the element of their Homunculus, players no longer need to wake it up again. Fire Homunculus Wind Homunculus Fire Homunculus Wind Homunculus Water Homunculus To begin our conquest in the construction of Homunculus (Attack), we need to farm Crystals from the element beasts, and our first step is the conquest of the Fire Beast. The agriculture of this dungeon gives us flaming fire crystals and concentrated magic crystals, and our goal is to get at least an A class with the current monsters we have. Remember that it is not necessary to kill the boss in order to obtain crystal rewards. Player ranking is based on the amount of damage to the boss, as well as the fulfillment of certain conditions (for higher ranks). Defeating the boss will automatically award players an additional 500,000 losses in their total for ranking purposes. Getting and a class only requires bringing the boss into the second groggy situation and achieving a 1.6M loss. The trick is to bring at least 2 AoE attackers to your team. 2 utility support, and the rest are damage dealers. Getting a class A usually gives an average of 6 Flaming Fire Crystals. Since you need 400 of them to call the Homunculus, they need a total of 67 turns to complete. To be safe, you need to make at least 80 runs when RNG is taken into account. You will need high damage utility monsters so you can hastily bring the boss to the groggy state. Delaying the run will just put you in danger of being hit by his minions. This particular is why he chose to exclude Belladeon and bring Darion instead. Utility: Verdehile (L), Darion, Mav AoE attackers: Lapis, Sigmarus, +1 or replacement with a MonsterRune SetSlot loss dealer 2,4,706SPDPDEFccuracy Verdehile / SPD / CR% / ATK%180 15k800Neor Colleen or / SPD / HP% / HP% or DEF%18021k750Mmaturity Lapis / SPD or ATK% / CD% / ATK%15017k800Do not prioritize Darion // HP% / HP% / HP% or DEF%1402k3k800Do-priority Sigmarus / SPD or ATK% / CD% / // Mav or / SPD / HP% / HP%15017k650 Non-priority Theomars / SPD or ATK% / CD% / ATK%18015k800Medit Hwa and / or SPD or ATK% / CD% / ATK%15016k800Mall-priority *In this video, Water Nine Tail Fox (Soha) can be replaced using Lapis. Just make sure it follows the above stat requirement. Collect Ifrit Calling Tracks and call water or fire Ifrit Xiong Fei as 6* Max Save 13 Devils in preparation for Homunculus (Attack) Skill-ups All Monsters Will must be max-specialized NB10: Xiong Fei and other debuffers should have at least 45% NB10 accuracy: Lapis can be replaced for a legitimate damage trader in Theomars or an SPD buffer like Rakshaas. Upgrade these glory buildings to boost your stats in this Sky Tribe Totem series Ancient Sword Crystal Altar Guardstone Fallen Ancient Guardian Use Grindstones and Enchanted Gems to improve your current runes. Farm for ideal 5* and 6* Rage and will 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. Sell slots 4/6 5* Rage runes outside atk% hero grade with 2-3 ideal stats. Distribute crystals for energy spare parts. +15 6 * Y your main run runes (2/4/6) especially SPD, HP% and ATK%. Watch the 6* heroes and heroes at magic shop. Buy when it matches the desired statistics. Remember to collect guaranteed crystals by beating your opponents every time they are up. Collect rewards from events, give plenty of resources. Runes (Fight, Determination, Enhancement, Precision, Tolerance) Enchanted Gems and Grindstones Flaming Fire Crystals Concentrated Magic Crystals Pure Magic Crystals Rune Piece, Rainbowbon, MS, Stone Summons, Shapeshifting Stone *Note: It's important to defeat the Raid Beast instead of settling for a moderate run as it gives you more amount of sputum and makes your agriculture effective. Saves time and energy! First let's look at the Fire Beast's capability. It is important to understand the mechanics behind each move, so that you can properly create a strategic team against the boss. Fire Sweep: It becomes a frenzy every time an enemy attacks. He attacks all enemies twice to stun them. It significantly increases the damage and chances of stunning enemies depending on the number of times the Beast becomes a frenzy. The frenzy effect will be reset after the attack. Fire Minion Summons: Attacks all enemies 3 times with a furious roar and calls 8 Minions Fire. The HP of Fire Minions will increase every time the Fire Minion Subpoena is used. Minion: Fire Minions can only be removed from wide area attacks, and the rest of the Fire Minions will perform self-destruct attacks to cause damage similar to their MAX HP to all enemies when the beast uses a different capability. You can damage the Beast by removing the Fire Minions before they perform the Self-Destruct Attacks. *Note: This is fire fire ability to sign. Fire minions can only be removed from wide area attacks, and you need to get rid of them before they explode to minimize damage. *Tip: use the AOE attackers to clear the minions of fire (Sigmarus, Water Homie AOE, Taor, Beth, Alicia, Verad, etc.) Thorn of despair: attacks enemies on the front line 2 times with a sharp thorn. The damage increases significantly as the target's defenses decrease. This attack will target the back line if there are no enemies on the front line. * Tip: you can minimize damage by placing monsters with high DEF on the front line (Mo Long, Colleen with def stats, Verad, etc.) Burning Rageful Breathing: Removes all beneficial effects on all enemies and attacks them 6 times by breathing fire. Makes the rest of the Fire Minions explode to cause a lot of damage. Twisted Body: Weakens the hp-like damage effect with a twisted force and gains immunity against all harmful effects. Immunity against all harmful effects will be removed during the Groggy situation. In addition, it increases the damage received by water monsters by 50% and increases the damage caused to wind monsters by 50%. This content of the game is more for players in the mid to late game. Since the game's latest update, it is now a growing popularity on the Rift Beasts farm in the construction of Homunculus and new generation of runes, gems and grindstones (Fight, Determination, Enhancement, Precision, Tolerance). The rune requirement is quite high, but the most important thing is that you need the right monster team for each Rift Monster, because each has its own unique type of attack and weaknesses. Colleen is the backbone of your team that helps maintain through healing and gives a 3-turn increase in buff attack. In addition to being a low cooldown 3rd capacity, she spans every time she is ready allowing perma buff attack on your team. Rank A+ in S: Silent/Rev SPD/HP%/HP% or DEF%* A more sustainable construction that is also similar to the Necropolis build. However, supporting violent process is counterproductive if you target a high score of damage in raids. Rank S and above: Non-Violent Set SPD/HP%/HP% or DEF%* Violent proc steals a turn from your nukers and lead to a huge loss of injury points during the boss groggy situation. If you are planning for an effective SS or SSS run, it is best to remove your violent set from maintaining your mons. SPD: 180 (should be the fastest unit in your group in order to apply the buff before attack your) HP: 30k DEF: 800 * Stats not listed are negligible and minor Frontline (w/800 * def) otherwise, Backline Tarq Amazing nuker and provides a cooldown refresh to units that attack with him when he throws the skill hunting team. Violent or fast/blade ATK% / CD% / ATK% SPD: 140 or more (keep him as the slowest unit in your group) ATK: 1400 HP: 15k DEF: 600 CRI RATE: 70% CRI: DMG: 150% * Statistics not reported is negligible and his Importance Backline Theomars Main Damage Trader providing def break and a good frontline monster (elemental passive king provides immunity to death for 1 turn). Useful skill leader +24% crit rate to allies. Violent / Rev SPD / CD% / ATK% SPD: 180 ATK: 1800 HP: 15k DEF: 750 CRI RATE: 61% (if you plan to use it as lead) another, 75% CRI: DMG: 160% ACCURACY: 15-20% * Stats not mentioned are negligible and of little importance Backline Xiao Lin Main damage dealer with 1st def Water Dragon Attack deals huge amount of damage to the boss and an additional 15% damage for any harmful enemy effect, which gives many bonus damage points while the boss is in groggy condition. She works well with Colleen since her 1st and 2nd ability valid debuffs. We prefer to use it over Theomares in cases where you have better lead units such as Zyros or Poseidon (Atk power +33%) and the like. But you can also use them both if your units are limited and if you need +24% crit lead. Vampire / Nemesis or Blade ATK% / CD% / ATK% SPD: 180 ATK: 1800 HP: 15k DEF: 900 (for first line) otherwise, 750 CRI RATE: 75% CRI: DMG: 160% APPROVAL: 15-20% *The stats not reported are negligible and minor Frontline, Backline Stella Main damage dealer applying brand debuff (+25% damage received by the enemy) and a break def 1st skill. Its 3rd capacity also causes good damage with multihits depending on its total SPD, starting with 100 (2 hits) and an extra hit per 25 spd increase up to 7x hits (225 spd). Swift, Silent, Rage or Fatal / Blade SPD / CD% / ATK% SPD: 180 (If you use Colleen does Stella attack after that) ATK: 1800 HP: 16k DEF: 700 CRI RATE: 75% CRI: DMG: 150% ACCURACY: 35% * Statistics not reported are negligible and minor Backline Hee Damage Dealer, therapist and buffer attack in 1 unit. If your team is equipped with high quality runes, we recommend using it for a consistent SS/SSS score and remove Colleen as your stable monster, since Hwahee provides a better damage output. The only downside is her AI tends not to use Amuse's ability, even if all her skills are all ready, missing the heal and buff attack on your team unlike Colleen who usually uses her 3rd skill when she's ready. If your team needs more support, use colleen instead of hwahee. Violent or fatal / Blade SPD / CD% / ATK% SPD: 180 (should be the fastest unit in your group in order to apply the buff before attacking your nukers) ATK: 1800 HP: 17k DEF: 800 CRI RATE: 70% CRI: DMG: 150% * Statistics not listed are and minor Backline Sigmarus Main Damage Trader with AOE 3rd capacity to clear fire minions. It is a farmable unit with high damage multipliers, but also replaceable when you can get better AOE nukers like Taor, Verad, Beth, Alicia, etc. This unit has a good +44% HP leader capability for allies. Violent or Rage / Blade ATK% / // ATK% SPD: 140 ATK: 2200 HP: 13k DEF: 800 CRI RATE: 75% CRI: DMG: 160% *Stats not listed is negligible and minor Backline Zaiross One of the best damage dealers with 2 AOE skills ideal for clearing fire minions. He also deals huge damage to the boss for groggy situation. In addition, its leader's ability provides +33% attack force. An absolute dream unit! Violent or Rage / Blade ATK% / CD% / ATK% SPD: 150 ATK: 2300 HP: 17k DEF: 800 CRI RATE: 75% CRI: DMG: 160% *Stats not listed is negligible and minor Backline Beth Similar to Zaiross with 2 AOE skills ideal for clearing fire minions. She also has def break for her 3rd ability by securing the boss for def debuff and maintaining a high damage score while the boss is in groggy condition. Violent or Rage/ Blade SPD or ATK% / CD% / ATK% SPD: 160 ATK: 1800 HP: 17k DEF: 850 CRI RATE: 70% CRI: DMG: 160% *Stats not listed is negligible and minor Backline Perna Main Damage Dealer and supports your HP team by healing 10% every turn. One of the reasons why some go for YOLO groups with no special therapist unit like Colleen. Also a good frontline monster (Eternity passive allows him to be revived after death with a cooldown of 8 turns). Most importantly this unit has the best lead capacity (+44% Ak Power to Allies) Violent / Blade SPD / CD% / ATK% SPD: 180 ATK: 1800 HP: 23 k DEF: 700 CRI RATE: 75% CRI RATE: DMG: 165% * Stats not reported are negligible and minor Frontline Verdehile Damage Dealer and ATB booster. It has a self-supporting ability of 1 and strengthens your team with more turns for frequent treatments and attacks. This unit has a leader capacity of +28% SPD to allies. Violent or swift/ Blade or Revenge SPD or ATK% / CD% / ATK% SPD: 150 (should be the slowest unit in your group to effectively push ATB) ATK: 1600 HP: 16k DEF: 700 CRI RATE: 100% * Statistics not reported are negligible and minor Backline Taor Similar, but better than sigmarus, Taor is a leading damage trader with AOE 3rd ability to clear fire minions. His abilities are highly scalable, so even his normal hit causes enormous damage. Make sure its speed is about 180 for a large Squall damage. This unit has a good +50% HP leader capacity for allies with water feature. Swift / Blade SPD / CD% / ATK% SPD: 180 ATK: 1800 HP: 17k DEF: 700 CRI RATE: 75% CRI: DMG: 165% * Stats not listed are negligible and minor Backline Alicia 2 AOE skills with 2-turn def break for its 1st capacity. It's reliable even if it runs it as a unique damage unit, you, in addition wins another turn if its 3rd skill kills a hostile unit, including fire minions, including fire minions. The base of def is also high, so it is a viable frontline unit. Fatal or Rage / Blade SPD or ATK / CD% / ATK% SPD: 170 ATK: 1900 HP: 19k DEF: 1k (for the first line) otherwise, 900 CRI RATE: 70% CRI: DMG: 160% * Stats not mentioned are is and Minor Frontline, Backline Bastet A great support monster that provides a 3-turn buff attack and creates a shield for your allies for 3 turns. Although its 2nd ability is AOE, it is unreliable to clean fire minions with this ability. It also applies debuffs using its 2nd skill (def break, looking bump, disrupt HP recovery), which is good if your nukers have debuff scaling attacks (Xiao Lin, Homunculus Eruption). Bastet is one of the reasons why some go for YOLO groups with no special therapist unit like Colleen. This unit has a leader capacity of +33% DEF to allies. Swift / Action or Fight SPD / HP% / HP% OR DEF% SPD: 180 HP: 28k DEF: 1k APPROVAL: 30% * Stats not listed are negligible and minor Frontline Verad Large frontline unit with 2 AOE skills ideal for clearing fire minions. Verad's 2nd and 3rd skill damage is def scaling and they have low reloads that make him even more realistic as the only AOE nuker on your team. This unit has a leader capability of +33% HP in allies. Violent / Guard or Blade SPD / CD% / DEF% SPD: 180 HP: 15k DEF: 1800 CRI RATE: 75% CRI: DMG: 160% * Stats not reported are negligible and minor Frontline Mo Long Large frontline unit with AOE damage for its 2nd ability to clear fire minions. Mo Long's first ability allows him to attack the 3x and have the chance to apply a 2-point break. This unit has a leader capability of +33% HP in allies. Vampire/ Energy HP% / HP% / HP% SPD: 150 HP: 35k DEF: 950 CRI RATE: 65% * Stats not reported are negligible and minor Frontline Chow Large frontline unit and main damage dealer that escalates its attack on its current HP. Chow has also self healed and recovered 15% at the end of his series. This unit has a great leader capacity of +50% DEF for allies with water feature. Violent / Blade or Energy SPD or HP% / CD% / HP% SPD: 180 HP: 32k ATK: 1000 DEF: 900 CRI RATE: 70% CRI: DMG: 150% * Statistically not reported is negligible and minor Frontline Chandra Reliable frontline unit with AOE 3rd ability to clean fire minions. Attacks its scale on HP, but also a good mitigator failure from its 2nd capability. This unit has a great leader capability of +44% DEF in Allies Silent / Revenge or Energy HP% / CD% / HP% SPD: 160 HP: 32k DEF: 900 CRI RATE: 70% CRI: DMG: 150% *Stats not listed is negligible and minor Frontline Fire Homunculus (Attack) Flood / Brand / Explosion route Main damage dealer applying brand debuff (+25% damage received by In addition, his 3rd skill explosion has a very high injury multiplier (800%) and gives additional damage that escalates with the number of debuffs present to the boss. This unit is ideal for operating with support units such as Colleen and Bastet. Violent or Rage / Blade SPD or ATK% / CD% / ATK% SPD: 180 HP: 16k ATK: 1800 DEF: 750 CRI QUALITY: 75% CRI: DMG: 160% * Stats not mentioned are is and minor Backline Water Homunculus (Attack) AOE Ice Explosion or Ice Mist Route 3 AOE Skills. It may be your only AOE nuker since the damage multipliers for the 2nd and 3rd are enough to kill the fire minions. When this unit uses the 3rd skill of the ice explosion, the recharge time will be reduced by 1 turn each depending on the number of enemies defeated. Ice Mist is also enough to eliminate minions. Fatal or Rage / Blade SPD or ATK% / CD% / ATK% SPD: 170 HP: 16k ATK: 1800 DEF: 750 CRI RATE: 75% CRI: DMG: 160% * Statistics not reported are negligible and minor Backline Shi Hou - Skill leader: +33% ATK to allies, 2nd AOE MHW damage capability - Leader capability: +33% DEF in allies, applies def break, high scaling damage from its passive capability that adds 20% attack force each time it attacks (stacks up to 10x) Neptune - Leader skill: +33% ATK to allies, 2nd and 3rd AOE damage capability, but low attack scaling Fei - Applies Def Break. Multi-hit and a chance to ignore def, high attack scaling Anavel - Leader skill: +38% Crit Percentage of allies with water feature, can frontline and heal based attack force, AOE damage escalated with hp and 3-turn def break for 3rd Lapis ability - Skill Leader: +25% Atk to allies, 1st and 3rd capacity AOE damage, but low attack escalation, applies def psamathe break - Revives from death and causes AOE damage, 2nd capacity also deals AOE damage Soha - Leader skill: +40% ATK of allies with the water feature, has AOE damage to the 3rd ability Hope learned from this guide and please share your progress with us. You can leave comments below with any additional comments or suggestions. Thanks for the visit! Visit!

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