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**Summoners war dragon 10 guide**

Summoners War Dragons B10 Guide Rayne88Thing is meant as a rule of thumb general instructions on how to make your own team DB10 with the mons you have and can farm. For those with dungeon breaking mons like hwa, verde, and velajuel, you probably don't need this guide for the DB10. I'll give examples of farmable mons for all the tasks that I'll go through for F2P players out there. However, I will not give out rune suggestions for mons like Bella and Ahman, if you are in a place where you are ready to create a DB10 team, you should already know how to rune such mons. Warning: This guide is not for lowbies below level 40. DB10 is the hardest dungeon in the game and to be able to successfully farm them there are some prerequisites that you need to meet before trying to solve it. Remember that these are only intended as a benchmark to see if you are ready for B10 dragons. You should have a handful of 6\* mons. You should have at least a few sets of decent usable violent run and/or other 6\* rune sets. You should be able to erase at least TOA 70 normally, you should have giants B10 team. Intro: There are a few things that make the DB10 the hardest dungeon in the game. 1. Crystals can and will def debuff your mons making them easy targets (AI will focus def debuffed mons). 2. Zaiross miniboss level destroys unsuspecting teams with max cooldown and def breaking hard hitting crystals. 3. Dragon boss has a strong counter when you kill crystals, does great damage to mons with constant debuff damage, and gets a wave of energy when under 30% health. 4. If you have decent violent runes, use them for your mons support, cooldown reduction is inevitable and can be the difference between victory and failure. With all these tough enemies, the DB10 is really scary even for experienced players. Team Building: In order to fully car/semi the car of this dungeon, there are several roles you need to have your mons fill. DPS – This is the guy who does great damage, 1 shots crystals, and makes the dragon writhe in pain. The perfect mon for this is Sigmarus (Water Phoenix), he is melttable, doing great damage, can cc with 1. As a bonus comes with a large hp lead dungeon to help you survive. Other mons that can potentially fill this role without heavy hitting nat5\* are Kaz, Susano (water ninja-fusion), Roaq (maybe), or any mon that can use continuous damage to a good degree. Lumia (water sylphid) and baretta (fire sylph-fusion) can also fill the role of pcb with their continuous damage capabilities. Personally, if you don't have any of these monsters and don't feel like melting sig, Susano is definitely a good monster fuse and use for db10. Debuff clearer – This mon main goal is to clear def debuffs and dots from hostile crowds. Kona (water garuda) is good for this, but what I the many runs of DB10 is that its AI sucks, and can lead to your death. You want it to have 100% resis, and very high speed if your only debuff is clearer (probably 170 SPD or more) along with decent hp (18k+), and of course violent runes. Many 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 archanjel), he is all you need for this task if the third skilled is maxed out. The best to get mon for this IMO role is veromos (dark ifrit). Not only does he clear 1 debuff of each monster at every turn, but he can also use the dots on the towers/boss and cc with his second skill along with his 33% HP lead. If you use it as a single debuff more clearly, you want it to be either violent and have 140+ SPD, or fast with as many SPD as possible (170+) or he won't be able to clear dragons debuffs. Runes should be spd / hp / hp. Reviver - Due to the power of crystals, zaiross miniboss, and dragon boss alone, your monster dies. That's why you almost always want a reviver on your team. Mikene (water without dinner), Michelle (wind epikion), Briand (wind death knight) can fill this task. For this mon, you want him/her to have a high hp (especially Briand and Michelle) and as high as possible resistance. The reason for the backlash is because you don't want this mon to die in front of the dragon, or its almost a guaranteed failure if you're on the car. Mikene and Michelle are probably the easiest to get for the role, and both would benefit from a violent run. If rapes aren't available, you can get them on energy sets or quick sets (desperation to work for Mikene as well) to increase their speed. For Mikene, you would like at least 20k hp and good resis. Michelle and Briand require more hp due to their elemental weakness of the dragon. And on May 5, 2015, the President Healers – This dungeon dishes do so much damage that IMO's never a bad thing to have too many healers. This is also where you can use secondary debuff brighter/immunity donor. Good mons for this role are Bella (light inu-farmable), ahman (light bearman-farmable), Chloe, Chasun, Delphoi, Fedora (maybe), anavel. Tips: Chasun is very good for dragons if you are lucky enough to use her op healing skills. If you have Kona as a lone debuff brighter, you must have 100% resis (or close to it), 170spd (or more), and at least 18k hp on violent runes. No less and be prepared to fail a fair number of times. Bella and Ahman are great 1-2 combo healers for this, and you probably already have pro giants. Def debuffing healer like Bella will make running a lot easier because dps mon should be able to 1 shot crystal after bella debuffs. Strategy:Semiauto strategy:a. Crystal Levels Goal Larger crystals first cuz are doing more damage.b. Miniboss level – aim the left crystal first, then right, then zaiross. The left tower has less hp than the right tower.c. Boss Level - Aim the left tower if your reviver gets the last hit on the tower and dies on the dragons counter to aim the dragon next. If not, aim the right tower next to then the dragon. The reason you want to kill both towers is so you can either dot the boss or debuff boss, remember when he has 30% hp or less his attack power increases, at this point the longer the battle is more likely that you have to fail. Car strategy - left tower then boss. The reason I say this is because if your reviver dies on the dragon counter from killing the left tower, you can't risk losing another mon on the counter after u kill the right tower. Targeting the left tower then the boss incaries at a higher chance of winning, even if RNGESUS doesn't like you. About my team - I run Sigmarus, Veromos, Chasun, Bella, and Mikene, on a full car. The only time I've lost is when Mikene gets targeted and killed in the zaiross miniboss stage, and Sig gets killed in the next stage. Veromos Chasun and Bella can dispartse the boss as long as the left tower is gone. Monsters here: x5PsGxE,6DFMj4w,z4bJ4ZW,PevQbSI#4 are violent, except for Sigmarus, which is an angry blade. There are 5 pictures in the link one for each monster. Sorry for the bad spelling, grammar and other problems in the post, I write this while at work so there is not much time to edit. Feel free to post comments and suggestions. Shout out to the guys in the damaging guild that helped me build my DB10 team. U guys are the best! TL: DR Fuse VEROMOS Chapter 16 of our player progression series is about speeding up DB10 runs using Verdehile, Fire Vampire. Now that we are able to decently farm the DB10 using secure teams, we will use Verdehile to speed up our runs. Meanwhile, he is getting the best lead for DB10 runs using Face teams, even end-game summoners using Verdehile with twins (Boomerang Warrior and Chakram Dancer) for ultra speed runs, don't worry we'll get there eventually. But now we will focus on using farmable monsters for the benefit of our F2P players and not-so-lucky ones when subpoenaed. © Verdehile brings so much usefulness that it allows your team to do more than dragon moves. With it, your team will be able to clean continuous damage frequently, heal, and attack several times. There are three important factors to consider before using Verdehile in DB10 speed rides. In addition to high level or max level Totem (Glory Building), monsters like Spectra, Verdehile, Veromos, Belladeon and Megan should have 190 speed. You don't want to be slow because the purpose of Verdehile is to maximize the number of turns as enemies get them again. As a starter speeding DB10, Swift runes are more valuable than Runes. In order to use violent runes, you must maintain minimal STATS of SPD, HP, and DEF, which is difficult to achieve for the start of the DB10 speed. 55% accuracy is the optimal value in the DB10. Since you'll be hitting the boss straight and not the towers, you need to keep your SPD debuffers (Spectra) and Stippers (Belladeon, Megan) to 55% accuracy so you can effectively slow down tower movements and strip the boss from immunity as needed. Any accuracy above 55% is waste, instead it is allocated to HP, DEF or ATK. We can't control RNG and sometimes hostile waves can creep in some corners. Towers of enemy waves hit both the truck and dragon can pick up 1 or more monsters from your team that could lead to unsuccessful runs. The minimum DEF requirement is 800 and HP is 19k. Water monsters can have lower statistics than the required minimum and wind monsters must have significantly higher statistics, although of course we do not recommend using wind monsters if there are no tanks like Chasun or Briand. Monster SpectraAn excellent partner for Verdehile that prevents enemies from moving through the ATB drop and slow debuff Also a great damage dealer using his second skills LapisAoE Crowd Control good for keeping ATB crystal towers low Element advantage DEF break at 2. You can concentrate on adding ATK stats to speed up your BelladeonAble runs to keep and increase your ATB team more frequent DEF break to 1. , and DEF/ATK Buff and AoE ATB Increase to 3.ke to 3rd Skill Element advantage and easy runes because good basic Tarq statsSeal to speed up your runs with cooldown reduction element advantage and deals considerable damage below are the minimum stats needed for your monsters to run face db10 in the car. You may notice the minimum statistics specific to SPD, HP and DEF are slightly higher than the requirements of the last chapter. This is mainly due to the change in Leader (unlike Sigmarus/Veromos with the HP bonus). Speed is king, as they say, it is essential to keep and burst enemies with Verdehile as your tool. The 3 basic monsters needed for this Face team are Verdehile, Belladeon and Spectra because they have key factors of Crowd Control, Strip, Frequent ATB and Keep. MonsterRune SetSlot 2,4,6SPDHPDEFAction Verdehile / SPD / CR% / HP% or ATK%190 18k -&gt; 19k700 -&gt; 800Non-Priority Spectra or / or SPD / HP% CR% / HP%21018k -&gt; 19k80055% Lapis or / SPD / HP % or ATK% / ATK%170 -&gt; 18017k700 -&gt; 80055% Veromos / or SPD / HP% / HP% 170 -&gt; 18019k80045% Belladeon / or SPD / HP% / HP% or DEF%18019k 85055% Megan / or SPD / HP % / HP%18017k700 -&gt; 80055% Theomars / SPD / CD% / ATK%18014k750Non-Priority Sigmarus / SPD or ATK% / ATK or CD% / ATK% or HP%110 -&gt; 12015k700 -&gt; 800Non-Priority Konamiya / or SPD /HP% /HP% or DEF%17517k700Non-Priority Tarq/or SPD or ATK%/ATK%or CR% or CD%/ATK%190 (1st Turn) 160 (last rank)17k650Non-Priority There are 2 types of synchronization for verdehile teams. Verdehile as a quick striker and Verdehile as the last striker. Both have their advantages and disadvantages, but for the start of speed runs, we recommend Verdehile as a fast striker. With this type of synchronization, survival is ensured especially on drawn-out fights because your team will have more turns in total. TeamLine-upAttack Order Standard Face Team Spectra &gt; Megan / Verdehile &gt; Belladeon / Veromos Spectra &gt; Verdehile &gt; Belladeon / Veromos / Lapis Spectra &gt; Verdehile &gt; Belladeon &gt; Veromos &gt; Sigmarus Spectra &gt; Megan / Verdehile &gt; Belladeon &gt; Sigmarus Spectra &gt; Megan / Verdehile &gt; Belladeon &gt; Theomars Spectra &gt; Megan / Verdehile &gt; Theomars / Tarq Upgrade Glory Building to Strengthen Your Team Improve ATK Damage Statistics Vendors Reduce Clear Time Build Teomars and Build It as DB10 Damage Dealer NB10: Colleen as 6\* Max, Xiong Fei Fusion. Farm for ideal 5\* and 6\* Violent and Revenge runes (At least hero/purple class). Power-up to +15 on all your slots 4/6 6\* runs. Power-up to +12 on all your 1/3/5 5\* run slots. Sell slots 4 / 6 5 \* Violent runes if the main statistic is HP%. Allocate crystals for energy fillings. +15 of your 6\* major stat run (2/4/6) mainly SPD, HP% and ATK%. Keep an eye out for 6\* Hero and Legend Runes at magic shop. Buy when it fits the required statistics. Don't forget to collect guaranteed crystals from beat your opponents every time they are awake. Collect rewards from stocks, give a lot of resources. Resources.

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