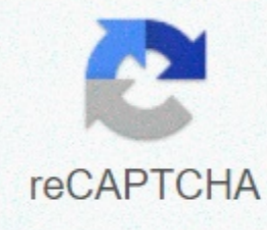




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Summoners war lapis faimon hell runes

In Chapter 7 of our step-by-step guide, our goal is to make a reliable forage farmer who can grow a hard zone solo. After using your 1st premium pack and realizing RNG hates you (not to give you a good summons), we'll use Lapis to grow Faimon Hard and evolve your basic dungeon monsters to 5 Max (Bernard, Shannon, Belladeon). For those of you who are blessed by com2Us with OP monsters, you can also follow the agricultural process by equipping the desired runes for your forage farmer. Check out the list here. Since Lapis is a water-type monster, the best place for firm fodder is Faimon Volcano Stage 1 (Chemin). This process is necessary for you to switch to Giant's Keep B7 after you've evolved your monsters to 5 and 6. As you should know, GB5 only gives a maximum of 5 grade runes while GB7 can give you a score of 6 euros which will give you the advantage of growing gb10 safely soon. Being able to grow in Dur/Hell mode is a milestone to our goal which is GB10 Auto-mode. Let's go back to where we left the last chapter. We finished hydeni ruins and opened a new area called Tamor Desert. The name itself, the area consists of monsters of fire and wind. Here's the good news, remember you've been growing GB5 for almost a week right? Definitely your monsters have already improved in terms of quality and rune level. It will be very easy for you to clear this area, including the next ones. So you can throw away almost any queue to clear them! Faimon Volcano is an infamous agricultural area for its high compensation Exp and Mana by energy. It is also the ideal place to grow crops using water-type forage farmers like Lapis. Before that, we must clear the pre-zones, the Tamor Desert and the ruins of Vrofagus. This area consists of Wind and Fire monsters. We don't need specific meters to clear this area. Your monsters will just outperform enemies so you can use any programming. For example: Bernard: Swift / Energy or Shannon Focus: Swift / Energy or Focus Lapis: Fatal / Energy Belladeon: Swift / Energy Just Auto Everything! 'Chomp' 'Chomp' Tamor Desert Monsters and info drop: Endure Runes: 20% increase in resistance per Endure-equipped set (up 60% resistance with 3 sets). Monsters: Lukan (Wind Salamander), Snake, Sandman, Salamandra, Griffon Monster Drop: Wind Griffon (Skill-ups for Bernard), Wind Serpent (Skill-ups for Mantura), Wind Salamander, Wind Sandman After clearing the Tamor Desert, you will be rewarded with 4th Rare Fatal Runes: Area consists mainly of Fire-type monsters. Same with Tamor Desert, just all self! Use the same monsters. Bernard: Swift/Energy or Focus Shannon: Swift/Energy or Focus Lapis: Fatal/Energy Belladeon: Swift/Energy Vrofagus Ruins monsters and drop info: Shield Runes: 15% hp as Ally Shield for 3 laps per set equipped. 45% HP with 3 sets). Monsters: Tagaros (Fire Inferno), Low Elemental, Elemental, High Elemental, Werewolf Monster Drop: Fire Inferno, Fire Werewolf (Skill-ups for Eshir and Jultan), High Elemental (Skill-ups for Kahlil), Elemental, Low Elemental After clearing Vrofagus Ruins, you will be rewarded with Energy x100 - EXP Booster 1 day: This area consists of Fire type on the first half, and not elementary on the last half. You might have some trouble clearing the last half, but you have your Friends Rep monsters right? © anyway, use the same range when you feel confident. Bernard: Swift/Energy or Focus Shannon: Swift/Energy or Focus Lapis: Fatal/Energy Belladeon: Swift/Energy Faimon Volcano monsters and drop info: Revenge Runes: 15% chance of counterattack with the 1st skill. (up 45% chance with 3 sets). Monsters: Dragon from another world (Boss), Hellhound, Inugami, Succubus, Turtle, Ice Beast, Taotie Monster Drop: Fire Inugami (Skill-ups for Raoq and Belladeon), Fire Hellhound (Skill-ups for Sieq, Tarq, and Shumar), Fire Salamander After Clearing Faimon Volcano, you will be rewarded by Light and Darkness Monster Challenges Quests saves the day, you can actually collect a good amount of gasoline after meeting the requirements. Let's take a look: Conquer 3F Conquer 5F Conquer 7F Now you just have to cultivate 5 Essence of Magic (High) to awaken it! After clearing the Faimon volcano, take the Challenge III. Fast leveling strategy. Then clear path (normal) using only Lapis: Collect Mystic Scroll Reward. Then clear path (normal) with 3 monsters (Lv1 1) in automatic mode using Lapis. Collect Vampire Rune x4 and Revenge Rune x2. Remember I told you to save Mana Stones for rune power-ups? Equip rune Rewards with your Lapis slot machines and power-up 2/4/6 at 12. 1/3/5 to 9. This should require you to have a range of 300k-400k Mana Stones to complete. Your Lapis stats should be similar to this: now you can enjoy Faimon Hard solo farming! Don't forget to pop up your X2 EXP and upgrade your core dungeon team to 5 Max. Use your friend or mentor's Rep Monster to get more Exp. Farm in Hell mode if possible. After using all the Rep monsters available, use your forage breeder to continue your quest for the evolution of monsters. Friend/Mentor's Monster Rep refreshes every 12mn Server Time Shannon, Bernard, Lapis, Belladeon, Konamiya. All should be 5 Max lvl 35 at the GB7 farm in automatic mode. Start collecting monster for Dark Ifrit (Veromos) Fusion. Farm Darion (Light for your '1' on GB10 Edmund team is unlocked on your rivals. Don't forget to collect crystals guaranteed to defeat your rivals every time they are up. Run powering priority: locations 2.4 and 6 Don't bother feeding 3 runes anymore. You will get better quality runes from now on after being able to grow GB5 and more. Only power-ups run for if they're at least 4 and with good stats/sub-states Collect event rewards, they give a lot of resources Keep upgrading your Energy Sanctuary Always save Mana Stones for future rune drops. Allows you to store additional monsters outside your Monster Box/Storage. Costs 200,000 Mana stones for construction, then each upgrade costs another 200,000 Mana stones or 50 crystals for the additional capacity of 10 monsters. Grade ★★★★★★★★★★ Niveau Min Lv. 30 Min Lv. 35 Min Lv. 40 HP Normal 2985 5085 4 065 6900 5520 9390 ATK 209 356 285 484 387 659 DEF 168 285 2 28 387 310 527 HP Éveillé 3135 5340 4275 7260 5805 9885 ATK 234 234 398 318 541 433 736 DEF 185 315 252 428 342 582 SPD CRI RATE% CRI DMG% RES% ACC% Unawakened 89 15 50 15 0 Réveillé 90 15 50 15 0 Compétence leader: Augmente la puissance d'attaque des monstres alliés de 25%. Skill 1: Blade Surge [(100%ATK x 2) - (200%ATK x 1)]: Attack the enemy target twice and attack all enemies with an even more powerful attack on the 3rd attack. Lv.2 Damage -5%Lv.3 Damage -5% Damage Lv.4 -5% Damage Lv.5 -15% Skill 1: Blade Surge [(100%ATK x 2) - (200%ATK x 1)]: Attack the enemy target 2 times and attack all enemies with an even more powerful attack on the 3rd attack. Reduces the enemy's attack bar by 25% each shot with a 50% chance. Lv.2 Damage -5% Damage Lv.3 -5% Damage Lv.4 -5% Damage Lv.5 -15% Skill 2: Magic Shot [190%ATK x 4]: Shoots 4 magic bullets that are looking for enemies with a low HP ratio. Bullets have a 50% chance of decreasing the target's defense for 2 rounds each. (Reusable in 3 laps) Lv.2 Damage -10% Lv.3 Harmful Effect Rate -10% Lv.4 Damage -10% Lv.5 Damage -15% Skill 3: Recovering Magic [400%ATK]: Steals the magical power of all enemies, recovering HP based on damage inflicted. Also absorb 25% of the attack bar. (Reusable in 3 laps) Lv.2 Damage -10% Lv.3 Damage -10% Lv.4 Damage -10% Lv.5 Damage -15% Dizziness - Despair/Vengeance or Blade (SPD or ATK% / CRIT R% / ATK%) Farmer - Vampire/Revenge or Blade (SPD or ATK% / CRIT R% or CRIT D% / ATK%) Damager - Fatal or Rage / Blade (SPD or ATK% / CRIT D% / ATK%) GB10 - (Note: 6.5/10) Decently viable damage dealer in your starting GB10. Its multiple attack bar reduction is great by the waves of waste, but terrible against the giant boss himself. You'll have to be careful that its crazy number of multi-hits won't make the giant's counterattack to kill her. DB10 (Rating: 7/10) Its attack bar handling and defense breaks are great for a DB10 startup team. With its basic advantage and ease of obtaining, it is an excellent substitute what you get yourself a Sigmarus, the Water Phoenix fusion. NB10 (Note: 7/10) With its myriad multi-hits, it is a good starter monster for NB10. However, its lack of good damage makes it replaceable later. Monsters such as the And Lanett, the Dark Magic Knight, will do a much better job than she does here. (Note 8.5/10) Lapis is one of the best forage breeders you can get from the start. Slap all the rune damage on it and she will clear Faimon Hard, and all decent runes will allow her to clear Faimon Hell. R5 - Not recommended. Of course, the handling of the attack bar is always good, but its poor support statistics and caviar of AoE attacks makes it unsuitable for a single-target monster like the raid boss. Element Rift Beasts - (Note: 7.0/10) A decent hitter for the Beasts of Fire. However, she needs good runes to shine here, since not all sub-parents will be able to remove the Fire Minions. (Note 7.5/10) A Despair Lapis can be amazing in ToA. With each of her attacks hitting multiple targets, she greatly benefits from having a desperation put here. Its dizziness and attack bar reductions do wonders for new players. (Rating: 7/10) From the beginning of the game, Lapis is pretty much your best monster for all the content in the game. It's no different for PVP, where its AoE attacks, dizziness and more is pretty much your bread and butter here. However, it falls heavily once you enter mid-game, where you begin to realize that its damage is not really so spectacular. Her poor basic statistics (all-round) and the absence of any rare trait (like ignore-defense) made her an unwanted monster later. It works well at first, but you won't touch it with a ten-foot post once you get better options. Lapis in defense dies after the start of the game, so you'll never even see one later. However, for new players out there, Lapis can be easily countered by wind monsters like Bernard and Shannon. It won't do significant damage to your wind monsters, and its poor basic stats make it an easy kill. Make sure you don't bring a monster like Sieq against her, because he'll die in a turn or two against it. The speed should be used on its slot 2 because of its low base speed. It really needs some speed in order to have some form of Crit Rate movability is fine on its slot 4 if you run out of good sub-states crit rate on your other runes trying to get some accuracy so that its debuffs will land. About 40% is enough for its use Lapis is a very welcome addition as a monster startup of Com2Us. Although she wasn't great at her induction, she has since become a staple for new players in climbing just about every area of the game. You can use it in any first steps of the scenario, as well as when you move up the different dungeons of Cairo. It's an incredible monster at first, but falls heavily once the rune requirements go up and better alternatives appear. Eventually, it will fulfill its purpose of helping you and can be kept safely in storage. Sad, of course, but at least it has already gotten more use than other monsters nat 3 and 4 average in the game. Updated on 2017.9.28 2017.9.28 Effect Change: Acquires a power-up leader skill: attack the enemy target twice and attack all enemies with an even more powerful attack on the 3rd attack. Reduces the enemy's attack bar by 25% each shot with a 50% chance. Magic Shot decreases the reload time by 1 lap (4 - 3 laps) Power-up skill: Decreases the recharge time - Damage -15% Recovering Magic decreases the reload time by 1 turn (4 - 3 rounds) Skill Change: Steals the magic power of all enemies, recovers HP based on the damage inflicted. Also absorb 25% of the attack bar. Power-up Skills: Decreases Recharging Time - Damage -15% -15%

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