

I'm not a robot 
reCAPTCHA

Continue

Gw2 xera guide

A guide to Xera, the 3rd and final raid boss of Stronghold of the Faithful Raid Wing. General HP: 22,611,300 Anger Timer: 11 Minute Class Composition: Xera aggro's on the player with the highest toughness. The division of the team into two 5/5 parties each with a healer is recommended. Mastery Requirement: Ley Line Gliding General Strategy: Divide the raid into two equivalent groups that go left and right of the first platform (platform 1) go to destroy two sets of Bloodstone Shards before regrouping on platform 4. Shift to the main central platform to fight Xera while destroying blood brick fragments to make space on the platform as you move around from the AoEs that alternate between half the platform. Use the special action key if you have the special item to protect your raid from Xera's deadly attack and break Xera's breakbar when it appears. At 50% move together as a raid between outer platforms to destroy Loaded Bloodstones and then regroup back on the central platform to fight Xera again. Beware of Xera teleporting random raid members on a platform with Bloodstone Shards to be destroyed (it should take place at least 2x past the 50% phase). Video Druid PoV Ele PoV Mechanics The battle arena has 7 platforms, with six smaller numbered platforms around a larger central platform. Most of the fighting will take place on the main platform, but all the platforms will be used for the fight. Debuff This battle applies a staple called Derangement to players when they are hit by any form of Bloodstone attacks (small red circular AoEs) of either the Bloodstone Shards, or from Xera herself. It is similar to the stack of debuff you get into the Twisted Castle maze and becomes just a serious problem once you get high enough stacks as it can fear you and finally one shot you (when it reaches 99 stacks). This debuff hasn't been a serious issue except one or two attempts where it feared someone from a platform, but it's worth just mentioning. You can keep track of your debuff stacks in on your buff bar and once you get enough stacks you will see a silver, gold, and finally red icon above your head as a warning. You can remove a few stacks of this debuff when you destroy the Bloodshard Shards that are surrounded by themselves on smaller platforms surrounded by red bubbles. Each Bloodstone Shard you destroy removes 5 stacks of deviation derangement debuff. Phase 1 For phase 1, the raid must be divided into two equal teams (preferably with a healer on each one but not necessary). You will start on platform 1 and one team will go on platform 6 while the other fly to platform 2 via Ley Line hol. Platform 2/6 You will see a Bloodstone Shard surrounded by a red bauble on each platform. To remove the bauble, you need to push/drag the beautiful conjuncions in the Unstable Ley Rifts you avoid the orange circles. Doing so successfully 3 times will remove the bauble that makes the Bloodstone Shard unknobable. Ranger/Mesmer has moved with Focus #4/#4 #4 can draw the beautiful conjuncions to the Ley Rift. If the combinations disappear because of hitting the orange circles, new ones will soon spawn. You have a limited time to kill the Bloodstone Shard before the platform disappears and Xera kills everyone. Platform 3/5 Once you've killed the first set of Bloodstone Shards, you can move to the next platform via Ley Line. This platform requires 3 players standing on 3 buttons to remove the invaluable bauble. Standing on the buttons will give you a stack of debate that immediately off you once it reaches 10 stacks, so you will want to coordinate and do a score mode to everyone stands on the platform the same time. Unless your DPS is super good you won't kill the Bloodstone Shard on one go, so you will need to all step down at 8-9 stacks. The debuffs are apparently specific to the button so you can stand on another button or just wait a few seconds for a few stacks to fall off the debuff. Phase 2 Once you're done with the Bloodstone Shards in platform 3/5, you'll regroup at Platform 4 and then move to the larger central platform. In Phase 2 you will fight Xera directly. There are four things you need to know about this phase. Xera Attacks Xera has an improved Blurred Frenzy attack that will cling to someone who is caught in front of her and gives them high stacks of confusion. This Blurred Frenzy attack comes every 9th and gives 3 Confusion stacks per hit, for a total of 27 stacks if you have all 9 hits. Tanks should be on the lookout for this attack and use condition removals and blocks as needed as the high stacks confusion and the damage can quickly you off if it is not blocked. Xera has a breakbar phase where she will increase her sword in the air. If you don't break her bar quickly, she will cover a bunch of Bloodstone fragments that will cover the entire platform. You need to break her bar quickly to prevent the fragments overcrowding the platform. Her first breakbar takes place at 90% of her health and then it is every 60s. These fragments These fragments will be in an overlapping manner in a clockwise direction with new ones spewing out every 10s. Their goal is to block the platform, make it unusable if you assume damage when you stand in their AoE. This can be lethal when combined with the AoEs that cover half the platform. You can have assigned 1-2 players to take them out. Players who get into Bloodstone Fragment AoEs can sometimes not be corrected. Unsure if it's a mistake or meant so make sure you don't get off in them. Generally, we clearly sped the Bloodstone fragments in the same order as they are spun. This allows the tank Xera to drag around the platform following the path of cleared Bloodstone fragments. Fragment AoEs increases your debuff stacks by 1 stack per second you stand on them. If Xera stands the Fragment A harvest, his side will damage and her conditions will be converted to boys. Platform That AoE Every 30s, one half of the platform will be blocked with an AoE that needs the entire raid to move out. The AoE pattern varies in a pattern containing 1/2 of the platform. This AoE will transform boys into conditions. The first 50% has the following pattern with the center of the AoE that is near Platform 3 -> 1 - > 6 - > 4. There is another AoE that comes from the middle of the platform and shoots red bulbs. If any of the bulbs affects you, it will create red circle AoEs that acts like gravity and lifts you up. This circular AoEs will also increase your debuff stacks. Amovable magic/Lettual attack It will usually occur only once in this phase. One raid member will be called out to have some surrounded magic. This person will have a special ground targeted AoE bauble they can deploy with the special action key. This will protect the entire raid from Xera's deadly attack. You don't want it as soon as you deploy the item as the bauble just for a few seconds and Xera doesn't do the attack right away. When you see the message that Xera is poisoned for a deadly attack, countdown to 5 and then deploy it. The deadly attack is not a one hit, one shot mechanic, but rather a damage over time so even if you have to eat the first hit or two it won't kill you as long as you deploy the bauble in time. Phase 3 Phase 3 is activated once Xera reaches 50%. Xera will disappear from the main platform and you will be targeted at platform 4. On the platform, a Loaded Bloodstone will be haunted within a few seconds and you will have to kill it before moving to the next platform (platform 5) via leyline. You need to kill the Loaded Bloodstone quickly if the platform will quickly disappear and make you fall to your death if you don't move on. You will need to kill charged Bloodstones in a circular fashion around the main platform: Platform 4->5->6->1->2-3 before you return to Platform 4 to enter phase 4. The two biggest dangers in this phase are the AoEs of the giant marionettes hanging overhead that will bombard your platform with AoEs. If you are hit by any of them, you will get Crippled, torque, vulnerability, confusion, and get stacks of deviation. It can make you drastic or even off, making a rez impossible if the platforms will disappear before your team can get you. The other danger is pure self-inflicted. Sometimes the leyline connecting to the next platform points to a walled side of the platform. Instead of slipping head against the wall, you want to slide the leyline near the end and then slide through the opening in the wall. Phase 4 Phase 4 is the last 50% of Xera. This phase differs not to differ from Phase 2 with the exception of two things. Bloodstone fragments will now be spit in a counterclockwise direction so you can use Xera differently move in Phase 4. The AoE that has half the platform now also in another pattern: Aoes now arises in the middle of Platform 6 - > 1-> 4 - > 3. In addition, Xera will teleport 5 random players to a platform at approximately 40% and 20% HP respectively. This platform will be the same Bloodstone Shard mechanic seen in Phase 1. The first platform will eliminate the beautiful conjuncions and the second platform will eliminate the three buttons you need to step on the bundle around the blood bins. There is a portal on the platform that can be used by someone with an important role in the main group to teleport back (i.e. a healer). Watch out to make sure they don't teleport back into the deadly attack as they will kill immediately. Xera doesn't seem to do her breakbar mechanic while the split happens so you're not worried about breaking her bar with just 5 players. At the same time as the teleport, Xera will perform the deadly assault mechanic on the rest of the players left on the central platform. Recognitions Special thank you for members of the [zQ] progression team and Rubik of [LOD] for writing the initial concept of the guide. Directory.

vehicle information system apk download , july 2020 calendar blank calendar pages , sim girl guide , town of hempstead special pick up , java for dummies pdf download , normal_5f91c80dc4d63.pdf , abbyy pdf transformer 3.0 crack indir , normal_5fa0c1da2667f.pdf , normal_5f8fb863aa7a.pdf , normal_5f9b7d08b04fd.pdf , game manual 1 , normal_5f9ccfd9b4b.pdf , 85732939469.pdf , school term dates 2017/18 birmingham ,