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## Global advertising campaign examples

This document is supposed to be a quick guide to refuelling the dungeon and raid. It will be updated when new tactics, strategies and shortcuts are discovered and new dungeons and raids are released. The update history can be found at the end of this document. The information provided is based on Mythic+ runs, the coordinated group of which ranges from keys 9 to 12. If you use lower keys, difficulty warnings may not be as relevant.— Mythic+ Affix Combs – This section provides a brief summary of what to expect with mounting coms. These are based on the personal experience of a coordinated group in previous weeks. The combinations are available: attach the fastener to the fastening... InfestedInfested doesn't really affect the pace of running if handled correctly. If not CC'ed, always prioritize them first in the mafia and take care of G'Huun's descendants. If they infect someone, the crowd comes first. Tyrannical insanityEasy. Tanks want to draw teams into the chain. The crowds have enough health for the stacks to be gone when the new crowds die. Avoid more than 4 stacks of puncted. Tank also wants to pay special attention to the threat. A tyrannical raging volcanic eruption. Crowds can be dealt with quickly if the AoE is strong. Large draws can be risky, but chain betting shouldn't be a problem. Avoid vulcan by stepping out of AoE. Respect the mechanics in boss fights. ConfirmedBolstering SkittishEasy. High DPS means more threat management and ridicule. Keep crowds away from cc'ed crowds so they don't get a stack of support. Groups can be drawn into the chain, but the last crowd should be dead before pulling. A tyrannical dricheing volcanic eruption. With larger strokes and chain drive, you can get off like a strong DPS. Respect the boss fights mechanics and watch out for the crowds fleeing before they die because they can aggro more crowds. Confirmed Teeming ExplosiveMedium. Fight about one group at a time with CC made in more than 6 groups. Potentially bad RNG can cause towels with really large crowd groups. Confirmed Teeming QuakingMedium. The pacing is slower than usual. CC's are important for both 4-called and bumpy. The scales may cause the scales to be locked out of the casting. Tyrannical raging necrotic medical. Necrotic can slow things down a bit, but crowds can be dragged into a chain if necrotic stacks are managed correctly. AoE crowds down, and the armored grille is necrotic stacks. Respect the boss mechanics. Confirmed Sanguine NecroticHard. Groups want to be ready to slow down the crowds when stacks become a problem. Tanks want to plan where sanguine stacks fall.– Freehold –Blue Path – Time Saving Opportunity: Stealth, go up and down the stairs. Follow the path where the pier meets the ground, mock crowds and pull into the boss arena. Bird droppings still occur, so if it falls on a secretive person, it eliminates invisibility. After Crowds, pull either the group guarding the entrance or a bunch of crowds at the bottom of the stairs in the area you'd go after you beat the boss. Either pack can give birth to a boss, so make sure you're far from where he lands. Green Path – Time Saving Opportunity: After another boss, bring out the scout troll and the group closest to the bridge that you'll cross later. Once they are down, install and grab everyone from that point all the way to the third boss, turn on the RP and take care of the additions. Red Path – Time-saving opportunity: Beat all the crowds near the end of the bridge, both stationary and patrols. Ago... If you need enemy forces, defeat the crowds in front of Harlan. If you still need enemy troops after that, beat Harlan and tackle the crowds into the back corner. Do it in this order, because when you hit 100% troops, aggressive crowds go to the NPC and all the fighting stops. If you have 100% when you arrive in a large group in front of Harlan, fight him on the balcony to his left throughout the match so you don't have to deal with the last group. Bosses & Enemy ForcesEnemy Forces You want to be at 70 percent when you cross another bridge. The remarkable MobsPlanned Update.Skycap'nKraggParty must remain spread from each other. Stop his healing spell. The bird charges through the arena after disenging. Council o' CaptainsInact mini-map spots immediately after the first bridge to simplify this fight. Events differ every week. Regardless of what happened, clear the patrol circling the area. Chasing a mop: Some secretive person can steer a mop without drawing a single crowd. Drink: Each party member must click on the highlighted Vulpera. This requires killing the mafia around them. Go into battle: mock the highlighted crowd in the middle of the area, pull to a safe place and DPS them down. Take the NPCs to the left of the bosses before the fight. Keep an eye on patrols during a fight. When party members have a barrel on their heads, destroy the barrel. Kill The Lady First. He always shoots Grapeshot from left to right, from his point of view. BootyPhase 1 ring, catch a pig that spawns occasionally 8.1. You can get everyone to click so that the step can be quickly completed. Step 2, avoid turtle shurikens. Step 3, a tank near the pools of blood so that people can guide the shark through them. Avoid the Shark Tornado. Guide the rest of the sharks to him and he'll pick them up. Kill the addition he spawns. He's attaching to someone. If you clear the crowds in front of him, he can be refueled where he stands. If you avoid them, fill him up near the balcony to the right.– Waycrest Manor – Path 1 takes place all downstairs. On the way to The Heartsband Triad you can see door when you turn left after leaving the courtyard, which Go down to the basement. Path 2 made you go upstairs once at the beginning of the instance. You go down to the basement by taking a staircase in the kitchen. Path 3 makes you go upstairs both at the beginning of the performing session and after killing Soulbound Goliath. You take the same door on route 1 to get to the basement. Bosses & Enemy ForcesEnemy Forces75% by cellar; Eighty-five percent of the lower basement. Noticeable mobs in the basement can actually damage the tank. Withdraw separately or prioritize other crowds. Heartsbane Triad Troubled in Grievous (Briar)Just focus on the bigger boss. For Sister Solena (first sister), she controls a party member, DPS throws them to 50% to break it. Soulbound GoliathFree party members when they become prisoners. Avoid standing on fire. When the boss's buff stacks are too high, float him into the fire to remove the stacks. Demon hunters can infernal leap; The Knights of Death can go through the fire of AMS. Raal GluttonousAvoid stands in bad cases in the country. When he casts his spell of vomit, he does it three times in a row. Servants can be considered CCed. Demon hunters can use the Sigil of Misery; Death Knights can use suffocation. Lord & Lady WaycrestTank bosses in the corner so people have a safe place to drop Contagious Crud.Avoid bad things on the ground. When Lady Waycrest joins the fight, mock her, but continue to focus on Lord Waycrest.Gorak TuKill adds as soon as possible. DPS/Healer picks up molotov and burns the bodies so they don't be resurrected. Pause his cast.– Tol Dagor – Blue Path – Shortcuts: If you have someone who can open doors/cages, you can take shortcuts. In an area with a third shortcut, the additions of the corner are likely to spawn. Green Path - Shortcuts: The map makes it look like a wall, but this is a cage that opens after you kill another boss. Bosses & Enemy ForcesEnemy Forces Should hit 100% through normal progress. Notable MobsA many crowds run when they have low health. If they get close to the other crowds, they'll aggro. Sand Queen-Troubled in ExplosiveClear, out of the crowds near the boss, to give yourself more room to move. Avoid party members when you have a big arrow in your head. Once underwater, go to an area with fewer piles of sand. Don't stand in evil and kill more quickly. Jes Howlislif someone in your group can open cages, open them all in this room to prevent additions when step 2 starts. If not, when stage 2 begins, take care of the three crowds as he continues to move to the other side. Eventually, the other mafias and his You. First focus on his brother, finish the remaining crowds, then go to Howlils and interrupt his cast. Make sure he doesn't get the long spin off when phase 2 starts. You've got plenty of time, but if the plaster bar goes low, go over there and interrupt him. When he throws flashing daggers, he's on the horizon. Knight Captain Valyr-Problematic for TyrannicalPlace in all four corners of the room and plans to refuel him where the exit is. We need to move the barrels as far away from the boss as possible. The first barrels can be taken out of the room completely before the battle begins. When he throws Cinderella, he points in a certain direction. Using the signs as a reference, an invitation to what he is aiming for so that people move barrels can react. Avoid bad shell on the ground, but always try to move back to where the exit is. Korgus-Troubled, the supervisor of the TyrannicalAny movement, is filled with your bar. When you're full, you'll be amazed. Everyone should be in position with their backs on the wall against something to prevent a setback. He occasionally throws a black AoE that looks like Resident Evil's Umbrella Corporation logo. Stand between black to avoid damage. Avoid cannon-like. They move into place before firing so you can see where they're shooting. The orange circle around you means you're going to get knocked back. Avoid overlapping with another player with an orange circle. Deadeye will die if he gets hit twice. If you're wearing it more than once, use a big mitigation or let someone soak. Hunters can feign death.– Underrot – Green Path - Best Path: After clearing the first area, check which platform has more additions and choose the second path; it varies depending on the instance. As you bump, cc the crowds you can, then pull the remaining crowds up the path, almost to the entrance. Being this far away prevents the stationery crowd from attacking when you focus on other crowds. Red Path - Avoid mobs: After the first boss, go secretly and go to the room with the second boss. You're avoiding two troops. The goal is to be fighting the first pack. After clearing the other boss room, drag the other group you're passing. Blue Path - Shortcut: There is a shortcut you can take after the third boss, Sporecaller Zancha. Grab a giant worm between the boss and a group of undead, then hug the pier on the right side of the pool. This shortcut doesn't work with a bumpy fastening in weeks unless you have Rogue's AoE cape or invisible potions. Problematic mortgages: Tyrannical can be difficult with both Cragmaw and unbound abomination. On the first platform, teeming is problematic and removes a shortcut. Bosses & Enemy ForcesEnemy Forces want 100% than landing in the final boss. Notable MobsPlanned Update.Elder Leaxa-Problematic TyrannicalInterrupt when you can. His sanguine cast is. Is. when he starts throwing it, move away from him to avoid damage. When he spawns the add-on, DPS it down. Cragmaw contaminated problem with tyrannicalCragmaw's larger attacks drops red worms. Step on them before they spawn more. (Example) Tank Cragmaw near the large chest, where everyone else is in the rib of his back. Thus, worm drops from both indigestion and charging are included in this area and are easier to kill. When he throws the tantrum, the red worms on the ground go everywhere. At the expense of the fighting drink, use quick potions to remove as many worms as possible. Sporecaller Zancha-Problematic TyrannicalGreen mushrooms must be removed. By the way, when they pop up, they put you a massive stacking debuff that needs to be toned down. When you have a big arrow above your head, stand near some mushrooms to remove them. The tanks should locate him where he encounters a long line of mushrooms so shockwave can eliminate the bunch. Hunters can turtle and enter spores unharmed or debuffs. TyrannicalDPS has no problem until he reaches 100 energy, where he drops two Bloody Visages per energy cap. Kill six of these to win the fight. When he falls to the ground, the tank should move/place him to the right. Since he is aiming for someone with this skill, the ideal scenario is that the party is on the left so that crud does not spread in the direction the tank is going. When people get a light enthusiast, they should stand near the tank. Anyone inside the circle drops the stacking debuff after it explodes and all the cereal inside the circle disappears. Various spores spawn throughout the fight, which falls from the shell during the hit. Ideally, these are DPSEd down when they're already over crud.– Motherlode - Blue Path – Mob Warning: This section of the dungeon has added that drop AoE on the ground that do a lot of damage. All members of the group (including the tank) should avoid them if possible. This basically applies to everyone from the first boss to the next. Green path – alternate path: This path is taken by going behind buildings along the wall. It's a little claustrophobic, but it prevents the possibility of additions. This path can be problematic for weeks in Sanguine.Red Path - Potential Mob Avoiding: Once you've taken the mechas, you can go secretly and avoid a couple of crowds before you reach another mech. All mechas see secretly, so there's no point in trying to hide the mecha. Problematic fixations: With crowds everywhere, Fortified can accidentally make a problem. Don't be afraid to draw crowds back to safe areas and be aware of nearby crowds that might get cranky if you move a little too far when against another crowd. Bosses & Enemy ForcesEnemy Forces Should get 100% from the ultimate boss. If not, nearby crowds should Take care of it. Notable MobsPlanned Update.CO Crowd PummelerDPS and improved should kick grenades that he shoots back at the boss. Don't be in front of him when he faces a certain direction and doesn't react to anyone's movement. It'll make you astounded. When he starts dropping coins, float him about 10 meters away. AzerokkUse totems CC two elementals before battle (usually them on the left). Unless healing is a problem, kite elements if they attach to you. Prioritize magnified/shiny (Sparkle, Sparkle, Big Star) more because they take and do additional damage. No one can be in front of the boss except the tank. Rixxa FluxflameAvoid azerite, which he throws to the ground. He's going to make an attack that's going to push you away, that's going to clean up all the azerii on the ground. Mogul RazdunkThose flagged positioning missiles must avoid the rest of the group. Gatling Gun is going in circles. Before Gatling Gun shoots, be prepared for AoE on the ground to avoid. The location of the AoE on site can be predicted by watching the two smaller models of the Razdunk plane fly to different edges of the arena. When they stop moving, look in their direction. This indicates that the AoE is generally crashing. If you have a big red arrow on your head, go near one of the spawning posts. When you see the indicator on the ground, move out of the way. You do this up to three times (depending on the difficulty of the dungeon) before his shield disappears.– Sethraliss Temple – Red Path – Passable Rubbish: The debris you take past the bridge you took to another boss can be avoided. On the way to the first boss, hug on the right side of the wall to fight the boss, then return to that area and hug the left side of the wall until you start going down the bridge. Blue Path – Passable Trash: Hug the corner to the right to prevent a few packets of crowds. Take a patrol. Green Path – Passable Rubbish: Hug the wall to the left to block a few trash packs of crowds. Bosses & Enemy ForcesEnemy Forces Should get 100% from the ultimate boss. Notable MobsPlanned Update.Adderis and AspixFocus in the one without the Lightning Shield. BigWigs will call when it changes. Avoid party members if you have an electric debuff. Disperse when he makes an electrical charge. The teams must disperse once arc dash is cast. You'll see this coming when you see a bunch of arrows forming and connecting from player to player. You can regroup after he or she has stopped rushing to each party member. Merektha-Potentially troubled TyrannicalEveryone should stand on the edge of the room with a tank, so Toxic Bile is dropped on the edge of the room rather than in the middle. Lust after he shows up a second time to prevent both add-ons and the boss from working. Turn your character 180 degrees as he casts his blinding spell. Snakes that stun your party can removed by most stunning and/or hard CC's (e.g. capture, suffocate, chaos nova, incapacitated roar, court hammer, etc.) Avoid him as he digs around the arena. GalvazzTank boss in corner three more and turns him towards open space. This allows the container to soak most of the beams. Other party members should soak stacks when they can, and they can simply step in and out depending on how much damage they take. If his energy rises to 100, he will do great damage to the party as a whole. SethralissFocus's avatar and keeper's kite for sterils. Interrupt the plague doctor when possible. Don't stand in a blue light on the ground. The healer should avoid plague villains, which reduces the effectiveness of healing. From 8.1, it looks like you're doing this three laps instead of four.– Atal'Dazar – Blue Path – Time Saver: When the timer starts, install up and take the left path to avoid a secretive crowd and run straight to Rezan. You can skip the first group of crowds by hugging the wall to the right and then jump down straight into the arena near the staircase. When timed correctly, Rezan should just pass you by. Quickly put the feller away from the fall damage, make sure everyone lands without drawing the crowds, then pull the boss. Green Path – Passable crowds: The dinosaur pack in the middle feels tougher than most other crowds in a dungeon and can be bypassed. No matter which way they patrol, if you stay on the edge of the area, you shouldn't pull them. Problematic fixation: Outbreaks can be a problem because almost all crowds have more than 4

enemies. In Teeming, you deal with three scary screams as you cross from another boss to a third boss. Cc's ready. Bosses &amp; Enemy ForcesEnemy ForcesYou can hit 100% enemy forces by the time you arrive at Priestess Alun'za if you follow the map path and skip the dinosaur pack only in the middle. Don't avoid other crowds along the way – including the terrifying Screechers sitting on the upswd structures near dinos. The remarkable MobsAugurs throws Fiery Enchant. We have to stop this. For the crowd near Vol'Cabbage, save the reanimations/totes last. They'll do less damage as long as the totems are up. There's a secretive crowd on the stairwell near Vol'Cabbage. Rezan (example) in front of one of Tank Reza's waterfall pillars and use that pillar LoS for his fear. When Devour happens, the person who attaches runs through the water tank past another waterfall pillar while the rest of the group follows suit. When the fastening ends, the container taunts Rezan and repositions in front of the nearest waterfall pillar. If the second Binge explodes, the attached party members return to the first waterfall, The battle began. Rinse and repeat. This technique keeps movement to a minimum and eliminates the possibility of adding from a pile of purple bones. Hunters may: Death undoes devour.Vol'KaalKill all three truths to the same causes, otherwise they will return to full hv. It's best to mark them in easy invitations. Float him to the edge of the arena. Interrupt the noxy stench that the same person can do. Priestess Alun'zaDPS/Stun/Slow will add as soon as you can. Keep it away from the pools of blood. When he throws a blood transfusion, sink into the pool of blood. Clean the gilded nails, if possible, which are cast after addition. Yazmalinterrupt Wracking Pain (the tank can handle this alone). Avoid spiders when they are large. Smaller ones aren't a threat. When DPS/ healing has a big purple arrow above their head, they need to escape the boss and kill shadow images that spawn. Ideally group together so that additions can be AoE/cleaved. Death Knights with the Grip of the Dead Talent can use Death and Decay to slow down all shadow further.– King's Rest – Blue Path – Mafia Warning: When you enter a room, the crowds automatically spawn about 10-20 seconds after the deaths of the current crowds. It is best to fight in the room and eat between bets if necessary. Each crowd group has a unique set of mechanics to avoid, so be aware of any specific attacks. Green Path – Mob Warning: The crowds in this hall are best treated one group at a time. All CC's, shackles or controls are suggested to keep the pace moving. You can also refresh the grass in this corridor, but watch out for the crowds that cause setbacks because it is a linear, enclosed space. Red Path - Shortcut: There is an NPC that you can interact with that will fly you either down the halls before another boss or a third boss, depending on how far you went before wiping/dying. Purple Path – Avoid mobia: Hug the wall to the left to avoid pulling one of the structures. Bosses &amp; Enemy ForcesEnemy Forces Should get 100% from the ultimate boss. Notable MobsMini-Boss Room:(1)King Tamaji: A whirlwind towards someone. The kite avoids. (1) Queen Wasi: Will Mind dominates people. Dispel/Arcane Torrent quits. (2) Skeleton Hunting Raptor: Avoid nail attack by moving out of the way. (2) Queen Patlaa: Avoid Crud, which she drops. (3) King A'Akul: Dispel the poison if possible. (4) King Rahu'ai: Out of range of the lightning spell, extract/ring to be interrupted. (4) Seneschal M'bara: Stop the healing spell. Golden SerpentPlace golden pools on the platform gong and slowly move the pools outward as the boss battle continues. DPS more that spawn from the pools. They attach themselves to the boss, so use CC/slowdowns. When the number of additions starts to move, they do not change direction, so do not reinvest until they begin to move. Don't stay in the melee zone while the boss is doing a tornado spell. Mchbimba four sarcophaguses and a party member will call it when it is buried. When Mchbimba is entombed, it opens the sarcophagus (it has a cast timer). Release party member before actors Off. Crowds spawn if you choose the wrong grave or do not release a party member in time. Don't stand in a big fire that stays on the ground for long. Council of Tribes-This fight is an endurance test of higher keysCouncil members perform in random order every week. The meth from the winning members sometimes comes into play when fighting others. Melee Boss: When you threw a barrel through, everyone has to stand between the boss of the party member being targeted. The tank has to float on the boss after hitting him with a debilitating blow. Caster Boss: Pause what you can and give Poison Nova first. Since the tank is always on the boss, they should save/use theirs and interrupt at the last minute to have the enemy cycle interrupted. When the totem spawns, first prioritize the exploding totem. Axe Boss: Keep the boss in the middle of the room so the axes can be dodged. They fly out of the middle with a predictable formula. Dazar, the first king to anericae tornadoes and spread out so you don't get hurt when he jumps on someone. The tank must be toned down once the Blade Combo is cast. Spears circles near the end of the match. It starts in the north of the room according to your map. Stand slightly to the left and move to the right as they begin to move.– Storm sanctuary – Green Path – Teleport possibility: When you arrive at your destination after another boss, you open up the possibility of teleporting if you need to run back. Red Path - Avoid mobs: After defeating another boss, stay on the left and beat the group near your landing site if you passed the green path. After that, hug the left to move on to the stage before the building on all tentacles. Purple Path - Avoid mobs (Can only choose one): Before the first boss, you can hug the left to avoid three hostile and all neutral crowds and go straight to the first boss, or you can avoid two wheels on a long bridge weaving tentacles. When you catch the third boss, you want at least 90% enemy forces. Troubled areas: Tyrannical can be a problem with the second and last bosses. Bosses &amp; Enemy ForcesEnemy Forces You want about 85% by the time you reach your third boss. Notable MobsPlanned Update.Aqu'Sirr Do not stand near the edges. Avoid his attack. Avoid blue AoE on the ground. When he divides into three water elements, concentrate one by one. Tidal Council - This battle can become hecticinterrupt woman as much as you can. Interrupt cycle is proposed. In our groups, about one or two casts deliberately go out, then interruptions begin. If you're a tank and the man-boss gets very big, either pop a defensive CD or float him so he doesn't hit you. They make circles appear on the ground: one gives cause and the other causes damage reduction. If possible, position the crowds so that you stand here I'm sure they won't be standing there. The aura of damage attestion also clears the wheel debuff. Ironhull is an attack, so put him out of your party so no further damage is taken. Lord StormsongIf the mind rules, go for a walk in the dark balls chasing the group. If not, don't go for a walk in the dark ones that are after you. Vol'zith Kuiskaajamove out of the country when everything goes dark. Keep AoE droplets as close to the edges as possible, as it will take some time to disappear. During the separation phase, the tank and the cot are in one step; DPS is in the other. The tank and the cot line have to dps their troops down. The crowd can strike hard, so it may be best to float if necessary. DPS interrupts the hip crowds. When crowds are killed, they do party-wide damage. Mobs spawn separation phase. The tank should interrupt the long cast once back into position.– Boralus siege – Red Path – Quickly draw multiple crowds: Before the third boss, there's an opportunity to save time by pulling almost all the crowds at once, but don't do this unless the mortgages allow a large group bet and/or your group can handle it. In the room with the third boss, pull the pack with the commander and finish them. Then pull the boss and run down the stairs where you came from. This also usants the remaining crowds. Going down the stairs kills the boss, but not the crowds, allowing you DPS to bring them all down. Bosses &amp; Enemy ForcesEnemy Forces You should have 100% EF by a third boss. Notable MobsSidestep Halpdin Slobberknocker (mafias before first boss)Sidestep Shredder's Singing Steel (mobs after first boss)Sergeant BainbridgeIf boss attached to you, let him walk into the bomb to stun him and do extra damage. The supplements continue to spawn throughout the battle. The Cleave attack should be dodged because it stuns. Fear Captain LockwoodAvoid Azerite AoE on the ground. From higher keys, they usually cover a lot of land. After you beat Cannoneer, get the cannon off the floor and shoot the boss so he can get back into battle. Hadal DarkfathomKu's big waves appear, hide behind a large statue in the middle of the room so that it protects you from some wave. The tanks have to face him on the wall as he throws a Crashing Tide that leaves a path of ice that won't disappear until the tidal spike. Viq'Goth-Potentially Problematic tyrannical-Becomes in the DPS race at the endTI is a battle that will make you move to three separate platforms. Tank and one DPS focus on the demolition tentacle, while everyone else focuses on the other tentacle. Avoid other players when you hit corrupt water. Slams for disassessing tentacles should be avoided. Stay out of the water. Strategy 1:Steps 1 &amp; 2: The tank and the highest DPS will knock over the unpacking of tentacles when they appear when other DPS to another 3: The tank grabs the first turn-off and everyone else focuses on the sting holding the dwarf. It's a race to get him out and get the last canon shot in. This process may be a little faster, but less safe than another strategy. Strategy 2 (ideal if you have a lot of different DPS): Everyone focuses on disassessing tentacles and switches to keeping the tentacle once beaten by the dwarf. The tank should always look for the next unloader and make fun of them as they come up. This process may be safer, but also slightly slower than the first strategy.– Uldir Raid – In step 1, a plasma discharge puts debuffs on three players who drop a pool of blood after a few seconds. Stack these pools of blood with a specific track mark. When Goren Cudgel explodes, all but the active tank must run to the opposite side, where the pools are. The player targeted at Sanguine Static should be on the right side of the room (opposite the blood drop zone) so that no player gets hit like a targeted player. In step 2, the track should be positioned as close as possible to the pools of blood to save as much space as possible in the room. Move counterclockwise when the blood pool drops. Volatile droplets attach to a mark that can be intercepted by the container. Charred blood is usually refueled in a blood tank to prevent it from spreading too quickly. Step 3 is a repeat of step 1 over a larger area. Tank Specific-No mock replacement neededPhase 1Once Cudgel Gore hits 100, tank must get to the middle of cluster pools. Don't leave until he's pressed charges. Step 2Tank Coalesced Bloods in pools of blood and place the crowd so that a melee can attack them outside the pools. The off-tank should stick to a volatile drop. Step 3 After step 1, while the tank off-tank still captures volatile droplets. Mother Throughout the battle, the raid should be piled up to make sure they move on every cleansing flame and are not in the front cone of the Sanitizing Strike boss. During the wind tunnel, make sure the whole raid is on the lip of the chamber, just let the winds push you and avoid Sundering Scalpel and Clean the flames on top of each other. In the second chamber, keep an eye on the beams: Sidebars and beamed ceilings in Heroic. Beamed ceilings are marked on the floor with indicators. Mom takes 100% more damage 3. Before mom throws sanitizing strike, set her up so it doesn't hit anyone. When he throws it, get out of the way yourself. After throwing the wind tunnel, move him to the side, where the fire was supposed to make it easier to control the next wind tunnel. During hectical scenarios such as a wind tunnel or beams, call in advance if Sanitizing Strike is about Hit him so no one's in front of him. Tank AddSlnT's tank will be with the first group in the next chamber. The addition spawns every time someone crosses the next chamber. It is important to interrupt the additions... Fetid Devourer Dodge Rotting Rerurgitation, which comes out when the boss reaches 100% energy. This fires a large contiohalation attack at a particular player. At different stages of the battle, the pustules appear in two alcoves. They'll be kept DPSed down. With 50% health, the boss will take 50% more damage and treat 25% more damage. Save lust at this hour. In our experience, only one pustule needs DPSed down heroically when we let him eat another. If the DPS is high enough, it added health will not take long to reduce, especially since he is less than 50%. Tank special-taunt replacement, if mitigating options run out of off-tankPlacementIn Normal, the boss can be refueled anywhere. In Heroic, tanks must be placed in a place where they are not knocked out of Shockwave Stompi.Technology All fourth attack does 300% damage to the person standing next to the active tank, which should be the tank off-tank. Free devices in tanks want to focus their mitigation on these attacks. Tanks must always stand side by side, which is why we are in positions where we are not affected by setbacks. His fourth attack is likely to be one shot to the DPS or the ranter. Ideally, the tanks will not move at all during this fight to prevent the possibility that the feller or DPS is a guy next to the active tank. Zek'VosT this is a four-step boss encounter:The first step is no big deal. Watch out for Surging Darkness.Second phase introduces the Qiraji Warriors, who must be collected and AoE'd down. Stage three replaces the Qiraji Warriors with Anub'ar Voidweaveers. One must be centered and the rest must be CCed.The fourth stage introduces the ball that falls from the ceiling. DPS needs to infect it and it gets damage/healing for 30 seconds before it is under mind control. In normal DPS semi-health to break control; Heroically, they must be killed. Tank specific-taunt replacement after another Void LashPlacement Both Normal and Heroic, Boss is refueled near the area before the room opens. Heroically, when he casts Surging Darkness, his attack either begins inward and moves outward; or vice versa. Regardless of the model, you're going to have to move the boss at some point. Move him in one of the directions indicated on the map. This requires the least relocation and helps keep his back to DPS when you move him back. Additional step jobsPhase 2: Group all the crowds together in the DPS area if you can. Demon Hunters' Sigil of Chains and Death Knight's Gorefiend Grasp worked great here atPhase 3: Tank on the boss should mock the First Amendment the boss. The off-tank should help silence/kill the other two add-ons after the first one. Demon Hunters' Sigil of works superbly here due to 5 seconds of silencePhase 4: Avoid the bouncing ball completely. Vectis Raids should be divided into two groups (Melee + Tank Healers) and (Ranged + Squishy Healers) or Beefies and Squishies. Phase 1: Revolves around beefy group eating stacks of lingering infection. Step 2: Step 2 is an intermediate step similar to Kil'jaden, where the boss turns into a pool of blood on the floor. Avoid him because he will give you a stack of lingering infection. The boss sends blood geysers, which you have to stand on, otherwise it will give rise to an add-on. Tank special-taunt exchange after three stacks of developing afflictionTauntingTanks is to manage the aggro boss and more. The active tank should tease out the popping-up. This ensures that the tank off-tank is not a cooling of taunts when they need to grab Vectis.Intermission PhaseSame rule applies to tanks like everyone else. Stand in one pool towards the intermission phase. Zul, the hit of the reborn Dark Revelation must move away from the group. The kill order is Bloodhexer &gt; Crusher &gt; Crawgs &gt; Zul. Heroic pools of blood that need to be watered. If the blood shells spawn, they come first. Zul's henchuckles can be mass-sibbled through priests or blood-elfed racial traits. Step 2 starts at 40%, where many DPS mechanics are still valid, but there is a new mechanic in the tanks and the crowds no longer spawn. Below are mafia spawning places. In-game spawning sites are indicated with accumulated blood piles. The spawning number is four Crawgs, Crusher.In, one heroic, you want Crusher to be close to dead or completely dead before moving on. Otherwise, the tanks still need to do the mechanics of stage 1, when they need to focus on stage 2 mechanics. If the DPS is strong, everything can be stacked with Zul in the same kill order as above, but keep an eye on Crusher's energy. Special phase 1 of the container, one container in Zul/Crawgs; the rest of Crusther.Phase 2, mocking the third stack after the Ruptured BloodPhase 1One tank always grabs Crusher and kite crusher out of the group of 85-90 energy, then bring him back after he has cast an AoE spell. Zul can't be in AoE, so it's best to take him to the edge. Crusher often makes a conal attack, so although he is grouped with everyone else, he has to face off the group. Zul tank works to keep crawgs with Zul.Zul not really moving at this point. Step 2Tanks mocks the exchange after a 3-4 stack of torn blood. When the active tank becomes an off-tank, keep an eye on the debuff timer and stay in Zul until you need to move so that you can drop the blood on the edge of the arena. Then return as soon as possible and mock, as there are about three stacks of torn blood in the active tank. Torn blood should be dropped on the same area of the arena to keep it clean. If the tank dies in a pool of blood, in a pool of blood. Drop where they died. Mythrax The UnravelerThis is a two-step encounter that switches a 25 percent discount at a 25 percent discount. Whenever you get a stack of destruction, there are fragments of existence spawning from your character, each lmut removing two stacks. Leave the hands of the tanks unless you have a high number. In step 1, everything must be spread, because the Forgetful Balls charm people inside it. The Death Knights can get the people of the MC out of the area. If you are the target of imminent destruction, run out of the raid. Two of these debuffs go out, so make sure you go to different parts of the room. The wave of destruction is a minor AOE damage to a member of the raid. Keep an eye on the Lost Weather, which advertises a lot of debuff stacks. If tanks need samples and aren't available much, let Melee DPS take a hit to spawn. In step 2, the boss moves to the middle of the room. Soon after, two additions spawn and must be refueled. The party's add-ons will eventually spawn and must be suspended and DPSed down after two major additions. Keep an eye on Mythrax's beam at this point. After the container's specific mock exchange Essence ShearPhase 1Mythrax, refuel in the middle of the room and towards a specific sign. Only the active tank should be on that mark. Once the Essence cut is cast, the off-tank grabs mythrax.Off tank's mission is to remove as many debuff stacks as possible before they have to mock Mythrax. This is done by grabbing small samples. With Essence Shear, a group of stallions fall where the tank hit, giving them a jumping start to remove stacks. Step 2Two N'raqi Destroyer's spawns at the beginning of step 2, and the west and east side of the room. Each tank must fight the destroyer, where they spawn. They can't be close. When one is down, focus on the other. When both are down, focus on the remaining additions. HeroicKun Mythrax is less than 20%, no more spawning stallions and you get caught up in what debuffs you have. Try to get the lowest possible debuffs so far... G'HuunPhases 1 and 2 include a 2-3 team that gets the Power Matrix into the reorigination core. One person picks it up, moves as much as he can and then throws the matrix to a teammate when he can no longer move. The roles will turn and you'll get as far as you can. When the Matrix is thrown back, deposit it. Both pick-ups and deposits have a small cast time. A third person (we use a scale) helps to clean the oatmeal on the floor. Mobility is ideal. This three times triggers step changes. Everyone else is focused on attacking and interrupting the additions in the main room. Those with explosive corruption should drop them on the edge of the room. Heroically, anyone who suffers from explosive corruption will immediately get a debuff agant. DPS should alternately stand Bargain.In step 2, power matrix and The core stays the same. Others are fighting G'huun in the main room. Take the explosive corruption to the side of the room. Stack for Blood Feast and all DPS needs to switch to Gibbering Horror when it spawns (unless you go the route where you hold them up and let the reorigination ray do the job). Heroic offense should have 5 yards for a wave of corruption. After the second reorigination ray hits, G'Huun is stunned and takes 100% extra damage. Step 3 starts at 20%. G'huun is invulnerable and collapses a roof that must be avoided. DPS continues when a huge part of the roof collapses. Try to stay spread when the wave of corruption acts as an infuriating timer for G'huuns. Look away from the boss when he throws the Gaze of G'huun, or he'll be scared of you for 6 seconds. This is a fast actor, so when DBM/BigWigs announces it, turn around. Tank-specific step 1, not mocking swap step 2, Add tank mockery when Runner tank gets explosive damage. Runner tank taunts back when back in positionPhase 1Always aims to get Dark Youngs near the tentacles so they can get a Dark Bargain debuff to help kill them faster. Go to the second series of tentacles when Dark Bargain is cast. Stand in all the other dark shops yourself. When you do it twice in a row, you get control of your mind. In heroics, it may be best to avoid Dark Bargain altogether, as you will also take more damage. In the heroic, larger gull spawns, on which the second reservoir must actively focus and interrupt when possible. DPS doesn't necessarily have to focus on that. Step 2 (super-coordinated method)One tank is indicated as Runner Tank (preferably high mobility), the other is Add Tank (preferably several aggro options), Runner tank mocks G'Huun at the beginning because an active tank always gets explosive corruption. When Runner tank gets debuff, Add Tank makes fun of him. Runner Tank drops explosive corruption away from boss/group, runs back and immediately scofs back. This is a mocking exchange method for the entire match giant. The first pool of blood is avoided, except for the last Reorigination Core runners if you have less than two stacks of permanent debuff. Add Tank grabs/maintains Gibbering Horror as the group continues to DPS G'Hu. When the second blood pool happens, everyone goes to drop their debuff. When another Gibbering Horror Spawns, the third Reorigination Core team sets a core that triggers a radius of reorigination and takes care of Gibbering Horrors.Phase 2 (Safer Technique)One tank is designated runner tank (preferably high mobility), the other is Add Tank (ideally several aggro options). Runner tank mocks G'Huun at the beginning because an active tank always gets explosive corruption. When Runner tank gets debuff, Add Tank makes fun of him. Runner Tank drops explosive device away from the boss/group, run back and immediately scoff back. This is a mocking exchange method for the entire match giant. In the giant of a few exchange rounds, pools of blood form. Both tanks must stand there to drop their second permanent debuff. As soon as the pool disappears, Runner Tank has to drop explosive corruption and the Add tank has to mock both G'Huun and Gibbering Horror. DPS kills Gibbering Horror and then returns to G'HuunPhase 3Phase 3, which has the same mock set-up as Phase 2.No more blood pools or more concern. Turn away from the boss when he throws the Gaze of G'Huun. It's a very fast cast, so turn around when the warning comes up. Malignant growth is a spell that covers the room in predetermined operating waves. Stand where they originally form and when they start bubbling, move to the left, which should cause new growths to spawn. When the right has exploded, move back to the right. Rinse and repeat. Version history01/15/19: The document will no longer be updated because of the release of season 2. Find a link to this guide with a cover lying.01/04/19: Minor updates to Kings rest.01/03/19: Various corrections to the document after some errors have been pointed out. Added a few new tactics to King's Rest and Shrine of the Storm (thanks to strong\_beans).01/02/19: More layout changes have been made to the entire document to hopefully make it easier to read. There are also several clarifications through the document. The deleted myth attaches the description because it is unnecessary. Descriptions can be found everywhere. And cheers! My update log is now two pages!01/01/19: Updates to Tol Dagor's fights.12/31/18: Minor updates to Tol Dagor Jess Howlis' tactics.12/30/18: Updates to Waycrest Mansion EF%, Mythical Mortgage Combos and Jess Howlis' tactics. All the M+ Dungeon boss sections got a cleaner look for the revamp and freed up space for further updates. All the dungeons now point to enemy forces and troubled crowds. Moved Affix Combo Section Higher in Document.12/20/18: Update to Razdunk Mechanics in Motherlode.12/19/18: Updates and clarifications for various dungeons, more significant changes to Freehold and the siege of Borarus. Updated with some areas to reflect changes to 8.1 patch.12/12/18: New Mythic+ Affix Combo section, updates to maps with desired enemy power percentages before a major mafia hole. Went through and checked/clarified some tactics in all the dungeons. No changes to the raid department. Added new battle strategy for Rezan.12/05/18: Minor updates to Freehold and Storm Sanctuary, plus various updates to the Underrot section.11/28/18: Spell clarification update (thanks to Fzhohseven)11/27/18: Updates to Freehold, Sethraliss Temple and King's Rest sections. Clarification to Merektha (ClifftonsJ and Shiftnouy Updated Freehold map with atal'dazar map shortcut descriptions.11/13/18: Added Tol Dagor Dagor route paths and updated Waycrest manor map paths. Added level 10 Pin.11/08/18: Added new time-saving tactic Atal'Dazar.11/07/18: Update to various knockout tactics after receiving feedback. Credit Knifenoob for Atal'Dazar Update, Ralusek Underrot Update and Floori Freehold Update. Also updated atal'Dazar map to reflect how to reach 100% enemy forces without retreat.11/06/18: The document is officially version 1 and published.11/05/18: Update heroic G'Huun strategies. Various updates to prepare for V1 release.11/01/18: New layout/rewrite for bosses' downhands from the dungeon. Simplified/cleaned Uldir tactics for summary. Removed Demon Hunter part ... again.10/30/18: Update to G'Huun strategies.10/23/18: Rewrite for Zul' Reborn and Mythrax, adding heroic tank tactics.10/16/18: Complete rewrite for Underrot. Re-added section to refuel demon hunter, focusing on how to deal with low mitigating options and squishiness.10/12/18: Complete rewrite for Zul, reborn tactics.10/08/18: Updated Zul, Reborn tactics; a small update to Freehold and Underrot. Deleted General Refuelling Guide.10/05/18: Added Vectis heroic tactic.10/03/18: Maps have been updated to edit paths in document vs. be part of the image. At the expense of looking comfortable, this allows for faster updates to the dungeon map paths and raid positioning indicators.10/01/18: Updated Zek'Vos, Mom, Freehold, Motherlode and Atal'Dazar guides. Checked Demon Hunter refuele guide to general refuele guide. Also layout updates.09/27/18: Updated Underrot with new tactics and map path.09/25/18: Updated Fetid Devourer Map and updated Boralus siege section.09/24/18: Added Heroic refuelling tactics to Taloc, Mother and Fetid Devourer.09/21/18: Updates to Motherlode &amp; G'Huun Tank Strategies.09/19/18: Updates to Kings Hold and Siege of Boralus Guides. Added to pin guide/summaries.09/17/18: Multiple updates to uldir guide and table of contents. Added problematic areas.09/11/18: Added Demon Hunter Tanking section09/10/18: Updated with various mechanics after raid and knockout.09/07/18: Updated Uldir meth after the raid.09/06/18: Added Uldir content from Hazelnutty Games and new dungeon make-up.09/05/18: Must start somewhere! Somewhere!

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