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Nefarian class guide

Share For character biography, see Nefarian. For strategy at the Blackwing Descent meeting, see Nefarian (Blackwing Descent tactics). Nefarian is on top of Blackwing Lair after Chromaggus. He has two forms: his Human Form, Lord Victor Nefarius, and his dragon form, Nefarian proper. Nefarian is an extremely difficult meeting because it requires a full 40-man raid to win along with strong coordination and leadership. On average, the entire meeting consists of 3 stages and takes about 20-30 minutes more. Strategy phase 1 To activate encounter a person must go up to nefarian faith and talk through what he says. After finishing this, he says Let the games begin. From here, Nefarian is invulnerable, and goes amid raid random shadow bolting, mind controlling people and casting fear on random targets. The room begins to flood with Drakonids at the same time. Phase 1 of the fight consists of defeating the draconians. There are 6 types of draconians playing. In each Nefarian encounter you will fight chromatic drakonids; the biggest and toughest draconians. Luckily they play in far fewer numbers than the other colors. In addition to the chromatic draconia, 2 other random colors draconids will spawn as well. A color will spawn from the south door, and a color will spawn from the north door. Colors are fixed for each instance: if Nefarian is tried multiple times before the instance is restored, the same color combinations will appear. Different colors of Drakonids have different special abilities and are resistant to different schools of magic. Note that, unlike some other Blackwing Lair mobs, these Drakonids are not particularly vulnerable to any magic. Below is a list of their colors and associated abilities/resistance: The Drakonids can be killed by either AoE attacks or direct damage and apart from Chromatics, they don't hit very hard and don't have a lot of health. Doorway Method Raid is divided into groups so that DPS is divided as evenly as possible. The easiest way to do this is to start with a Physical Assist train on one side (Hunter, Rogue, Warrior) with nuker/AoE classes (Mage, Warlock, Paladin, Shaman) on the other, with healers and thoughts split evenly. At least 2 to 3 tanks need to be appointed per page to handle Chromatic Draconia. Mock moves should be enough to keep mobs, but someone who leaks should be the primary target, followed by a designated assist goal. Ranged DPS classes (Mage, Warlock, Hunter) and healers should be placed max range from either door so they can switch sides quickly. Hunters can be moved between sides to adjust the DPS balance. Hard, steady DPS is crucial so if a side is waiting for spawns, people have to switch over; the non-chromatic draconias should not live past the mockery duration while chromatics have significantly more health and need Tanked. ALWAYS AOE the red Drakonid group. (Warlocks DoT with corruption/CoA then Shadowbolt.) ALWAYS Assist train Blue Drakonid group. DPS is preferred on Black Drakonid groups, unless you get Black/Blue. AOE is preferred on Bronze Drakonid groups, unless you get Red/Bronze. Green Drakonid groups are controlled by the second color that appears with them. For Black combos, Warlocks should be turned off with Hunters so they can take full advantage of their moves. Blue doesn't affect +hit/-resistance Mages too badly but it can help to add Hunters to help train mobs. Red and Bronze draconides should be handled primarily by linkers and only melee with shouted healers. Green draconians are the least harmful so this page should consist mainly of dissipators and classes that would not do versus the other color. Phase 2 After killing 42 Drakonids, no more will spawn (you'll still have to kill all the others that are up), and Nefarian lands on the balcony of Dragon Form. This is the beginning of phase 2 of the meeting. Before landing he will throw an AoE (ignoring los) shadow flame on the entire raid. This version of the spell does about 1000 shadow damage and is completely resistible. Previously, each member of the raid must have been wearing an Onyxia Scale Cloak to avoid the deadly DoT from Shadow Flame (frost mages could use their Ice Block ability and paladins could use their Divine Shield's ability to avoid flame without coat.). By now most drakonids should be dead. Move your raid to this area and start DPSing him down, starting now its simple damage dealing with a few twists. It should be noted that, if your raid tries to aoe version of phase one and stays close to the throne, you can stand BEHIND the throne and NOT be hit by the Shadow Flame. It is the only place in the room that has this property (and is therefore the only way for someone without a Cloak or immunity shield to live). He has all the abilities of normal dragons: Conical breath attack (shadow based), split, and bellowing roar. He also makes Veil of Shadow on target closest to the middle of his hitbox. Nefarian throws an AOE fear about every 30 seconds. The ground shakes immediately before this occurs, giving MT time to posture dance and use berserker fury. Alternatively, some priests have cast fear congregation on MT. It's worth noting that his fears have limited range of about 35 feet, so varied DPS and healers can completely avoid it through proper positioning. Approximately every 25 to 35 seconds, he will call out a specific class. During class-call outs, that class will have some negative effect on them. Below is a list of each class and the effect their call-out has on them: Death Knights Effect: Casts Death Grip on the entire raid, pulling everyone inside his hitbox. Solution: Simply run back to your positions – unlike the Rogue call, not here teleported players throughout. Demon Hunter Effect: Make you go blind by turning your screen black. Solution: Spectral Sight allows you to see during the time. Druids Effect: Stuck in Cat Form for duration of call. Solution: The safest call is to hold back and wait for the debuff to subside. Some raids may let the Druids run up and DPS, but this puts them at risk of being feared in Shadowflame and dying. Mages should get ready to decurse the veil of Shadow outside mt. Note: As of October 2007, this class call is intercepted and will put the entire raid in cat form for its duration. It is unclear which abilities are still useful while being transformed. Ironically, our druid was able to heal during this conversation while our other healers were not. Hunters Effect: Equipped varied weapons immediately broken. Solution: Hunters should either manually unequip their bow or set up a macro (macro found at the bottom of the article) to immediately unequip just before all class calls. Be sure to bring extra varied weapons in case your bow/gun does break. Alternatively, equip a second varied weapon immediately before all class calls, then switch back to the main weapon after. Using a cheap weapon (gray quality) will reduce repair bills incurred, but will reduce DPS in the seconds when it is equipped. Mages Effect: Cast Wild Polymorph on random raid members, who have no range or Line of Sight (LoS) restrictions. Solution: Mages can use Ice Block to remove this debuff, but priests and paladins must be ready to dispel magic and cleanse polymorphized players, especially tanks. Wild Polymorph has no reach or line of sight limitations, so moving away from the raid or behind the nearby pillars is ineffective; mages can continue to DPS through this call. Monks Effect: Uncontrolled Roll (monk ability) around for about five seconds. Solution: None in particular, just wait it out and run back. Priests Effect: Direct Heals will then DoT their case with Damaged Healing (Renew and Power Word: Shield still works normally though). The DoT is stackable and can end up doing a lot of damage if not caught quickly. Solution: Stop the use of direct healing spells for the time being. Druids, Paladins, and Shaman must compensate. Three or more stacks of this debuff make the main idea very difficult to heal. Priests can stack Renew the mana main tank and wand Nefarian (with Judgement of wisdom on Nefarian). Paladins Effect: Cast Blessing of Protection on Nefarian. Solution: Paladins should throw Wisdom Assessment at Nefarian, and all linkers should wand back mana while he is protected. (It is advisable to cease damage during this call as MT will not be able to get more aggro. Healer heal, the rest sit back and regenerate mana.) Rogues Effect: Teleported and immobilized on site near Nefarian. Solution: In some cases Rogues will be rooted in a safe safe and MT adjustment is not required. If the bad guys get rooted in the Cleave/Shadowflame area, MT must turn Nefarian 45-90 degrees away from the raid to prevent frivolous deaths. Shaman's Effect: Give Nefarian buffed totems, including windy, and brand nova. Damaged Totems have between 200 and 2000 HP and they very quickly will become a veritable forest of totems. Concentrated firepower is not needed to take down totems, but weaker melee hits won't destroy any totems in occasional hits. The totems, while problematic, sound worse than they are – the big issue (raid-wide) here will be dps on Nefarian becoming non-existent due to cleaning up efforts or losing someone extremely low on health due to being hit by a fire nova pulse. The worst thing about this conversation is the huge drain on the shaman mana and mana renewal. It's not a good idea to enter phase 3 when these totems are up, as Bone Constructs will get buffs from totems. Solution: All single target DPS switch to totems and bring them down as fast as possible. There's not much else to do besides the weather tax on the shaman mana – if the shaman is low on mana, waiting to drink a mana drink until after their conversation is over can spare them a wasted drink and some totem spawns. Note: Pressing the V on the keyboard (or whatever key you have set to enable enemy health bars on the screen) is very useful for this part. Warriors Effect: Stuck in Berserker Stance plus another 30% damage taken throughout the call. Solution: Extra heals for MT. MT must also ensure that Stance Sets is not activated or he will likely unequip his shield. At the end of the debuff Warriors must manually return to their desired posture. The raid should also look at its damage production, because the main tank will not generate extra threats normally caused by defensive posture. Warlocks Effect: 2 Infernals per Warlock are summoned. They will stun and do less (physical?) damage to the magician and they immediately surround them. Solution: The infernals are immune to fire damage but are easily taken down by stomach AoE. Help from Rogues and Warriors is also helpful. Warlocks, try to stand in an isolated area in the back of the raid throughout phase 2 to avoid stunning healers when the Infernals come down. Having your mages stand near Warlocks and set up a Frost Nova rotation helps keep them enclosed. Phase 3 When his health reaches 20% he will revive all the Drakonids killed in Phase 1 as Bone Constructs. They hit pretty hard but don't have much health, so they are relatively easy AoE'd to death. It is advisable to move AoE groups into place where drakonids were originally killed before reaching 20% HP to ensure their rapid elimination, and to avoid healers getting swarmed. It is also advisable to wait for an appropriate call, where you do not lose any Bone Constructs classified as Undead they are vulnerable to Paladin's Holy Wrath, which should be used in conjunction with other AoE sources. An effective technique for Paladins is: 1.) BoP a Mage 2.) Divine Shield 3.) Holy Wrath 4.) Use Stratholme water (if you brought a little). This would be an ideal time for non-MT Warriors to pop Shield Wall and Challenging Shout in a staggered to ensure adds not attacking healers (assuming these abilities aren't on the cooldown from Phase 1). Injured Shaman Totems from the Shaman class call will affect the additions; It is advisable to have these totems killed before adding spawn. Note that if your computer is not top of the line you will have extremely low FPS when drakonids reappear, so make sure you turn your graphics down and do anything else you can to increase performance before the fight. After this, he continues to throw his class debuffs up until he dies. Nefarian meeting can be reattempted any number of times, but it takes 15 minutes for him to recover after a drought (as of patch 1.9.3). Before this patch, once the battle had moved on to Phase 2, and the remaining Drakonids had all been killed, the gates would never be opened again. Therefore, a Soulstone or other drought prevention must have been in place, or the battle could not be retried until the instance had fully restored. Nefarian would still respawn after 15 minutes. An alternative strategy for phase 3 is to have all AoE move towards Drakonids have the entire raid (except for MT) move to

one location, heal Aggro alone will draw draconians where Mage AoE will be much easier and much more effective. Nefarian at level 70+ Downing Nefarian is no longer about tactics. As long as people round up and just aoe down drakonids, there should be absolutely no problem at all to bring him down on the first try. Without the additions, Nefarian has become a tank and spank fight and all the communication needed to bring him down before The Burning Crusade is no more even a bonus. Hunter macro for varied weapons unequip This macro was updated patch 3.2, you may use this to unequip then equip your weapon. When you see his call simply use it to remove the weapon and after the call will then use it again to equip the weapon again and continue to attack. Note: you need the first backpack (original bag) slot empty for this to work! /run local p,s=player,18 if GetInventoryItemLink(p,s)then PickupInventoryItem(s)PutItemInBackpack()else PickupContainerItem(0,1)EquipCursorItem(s)end Loot As of Patch 3.2.2 the Tier 2 helms dropped from Onyxia have been moved to Nefarian's loot table. [1] Quote Gossip text and aggro Do you expect me to crouch before the mighty legion of </name>? You're nothing to me. Less than nothing. Had I wished your head, it would have been: presented to on a gâdda. You have done the </name> </name> as all mortals do. *Victor Nefarius sighs.* Time does strange things to those who use it as a form of currency. I haven't made any mistakes. In your rush to glory, you assumed that the pace of this game revolved around your actions. Can you even understand how preposterous that sounds to a creature like me? A creature that if so prone can cause your own insignificant thoughts to crush peanuts sized mass of gray matter floating within your skull? You've lost your mind. You speak in riddles. It's easy really! Allow me to summarize... Please, do it. In this world where time is your enemy, it is my greatest ally. This great game of life that you think you play is in fact playing you. To that I say... Let the games begin! Landing Well done, my henchmen. The courage of mortals is beginning to wane! Now, let's see how they wrestle with the true Lord of Blackrock Spire! Shadowflame Burn, you wretches! Burn! Call skeletonimpossible! Get up my minions! Serve your master one more time! Class call out the Death Knights, come here! Demon hunters? So weird, your eyes cover like that. Doesn't it make it hard to see the world around you? Druids and your silly shapeshifting. Let's see it in action! Hunters and your annoying pea shooters! Mages, too? You should be more careful when playing with magic... Donuts, don't all that rolling you dizzy? Priests! If you're going to keep healing like that, we might as well make it a little more interesting! Paladins, I hear you have many lives. Show me. Villains? Stop hiding and meet me! Shamans, show me what your totems can do! Warrior, I know you can hit harder than that! Let's see it! Warlocks, you shouldn't play with magic you don't understand. See what's going on? Killing a player Worthless wretch! Your friends will join you soon enough! 5% HP ENOUGH! Now you vermin will feel the power of my birthright: The fury of the earth itself! Death This can not be! I'm the Master here! You mortals are nothing to my kind! DO YOU HEAR ME? Nothing! Media Videos Notes Nefarian's voice is believed to be that of Chris Metzén. [2] Until the introduction of the 40-man temple Ahn'Qiraj instance in early 2006, nefarian was considered by players to be one of the most difficult of all boss meetings. Even then, downing Nefarian was still a significant achievement for guilds pursuing end-game content. The world's first dead was claimed by Drama, an alliance guild of Shattered Hand USA at the time of the killing, now living on Korgath USA. If you are somehow feared and mind controlled by Nefarian while in its human form, he will permanently despawn until the instance is restored. [citation needed] Correction changes References External links Community content is available under CC-BY-SA unless otherwise specified. 70+, 85+, 60+, 100+, 120+, 140+, 165+, 105+ and 50+60+, 1+, 76+, 83+ and 81+12 July 2005+, October 10th, 2005 October 14th, 2008 +, September 22nd, 2009 + and August 28, 2012 + +

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