

Onyxia's lair raid guide

I'm not robot  reCAPTCHA

[Continue](#)

Welcome to our guide for the Onyxia Lair raid! Unlike most other raid cases, Onyxia's Lair is an extremely short raid consisting of just a few garbage mobs and one boss. Despite being the only boss, the mighty Onyxia dragon definitely shouldn't be taken lightly. Not only is Onyxia a tough enemy itself, but there is a lengthy customization process required before you can even step into her lair! We'll cover everything you need to know about Onyxia's lair in the rest of this guide! On paper, Onyxia's lair is a very simple raid. Besides Onyxia, there is only one type of garbage crowd that you will encounter before you reach it, although there are a decent amount of them. As mentioned above, you will need to coincide with the raid by purchasing a Drakefire Amulet to enter the instance. You also want to know what the abilities Onyxia will use and how the fight will actually look. Don't worry, because we'll only cover how the Onyxia fight will play, and the best strategy your raid team can use to defeat it! Before you even think about stepping into The Onyxia's lair, you will want to collect as much fire resistance gear as you can. Because Onyxia is a fierce dragon, it uses a lot of fire-based damage to try to ignite your party to just ashes. Some of these damage can be avoided, but much of it cannot be avoided. To minimize the overall effect, you want to make sure that you have so much firepower, so that you reduce the workload for your healers. Much like any other raid, you also want to have a good supply of consumables on hand to use. This includes flasks, potions, food, ammunition, and anything else that can help increase your damage output or overall survivability. Getting most out of your character can make the difference between Onyxia kill and wipe at 1%. A full list of items that can be purchased, please see our WoW Classic Onyxia's Lair Loot List! The mood with onyxia's lair is not a small job. In fact, this is the longest customization process of the entire game. Aren't you excited? Well, whether it sounds exciting or not, you won't pretend to head on Onyxia without purchasing Drakefire Amulet. You can find the complete customization process required to purchase Drakefire Amulet over at our Onyxia's lair-setting guide, including a full breakdown of requirements for both Alliance and Horde players. Not only does you need a Drakefire Amulet to actually enter the raid, but it will also come in handy during the fight because it offers 15 pounds of fire. Onyxia's Lair is home to only one garbage crowd, Onyxian Warder. You'll come across four of them before reach Onyxia, but they are nothing hard to deal with. They can be considered with a fairly traditional tank and spank method, but there is one ability you want to keep an eye on. Nova's fire is the ability you want to keep an eye on. This causes a lot of damage from the AOE fire, which can easily kill melee units if they are not healed in time. To make things easier, you can just wait for him to drop Fire Nova once before letting melee intruders get in range. The only other thing about The Onyxian Warders is that they respawn while you are in battle with Onyxia. This is primarily to prevent any players from hiding inside the chamber leading to the onyxia of the actual lair. After the murder of Onyxia (or wiping), all onyxian wardens are again dispersed. Onyxia is definitely one of the toughest challenges in the WoW Classic. This is due to the sheer number of mechanics in the fight, not to mention the length of time the fight actually takes. Onyxia has a combination of passive and active abilities. Its active abilities will vary depending on what phase of the battle you are in. Onyxia not only causes great damage from the fire, but is also immune to all sources of damage from the fire. I hope you don't have a fire magician in your raid! Interesting mechanics, Onyxia is actually immune to targeted ridicule. This does not mean that Onyxia is immune to the threat. What this actually means is that your tanks will have to use threat-generating abilities to actually build a threat at key moments in the fight, rather than relying on the convenience of a mocking spell. You will also need damage dealers to slow down during these periods to allow your tank to create an agro. Onyxia is another raid boss who doesn't take kindly to players running with their tails between their legs. If you get too far away from Onyxia during the fight, you'll be comfortable teleporting right next to her! Thanks Onyxia! As if teleporting you next to her, if you try to escape wasn't enough, Onyxia actually makes her Onyxian Warders temporarily respawn while you're in battle with her. It is also done with the intention of forcing you to stay in her lair and fight. If you win in killing her (or you wipe), they will despawn again. Once you actually get into onyxia's lair (main chamber), you will notice a long tunnel with a few spiky eggs at the entrance. It's actually whelp eggs. If you get too close to them, whelps will actually hatch out eggs to attack you! These eggs are later used for periodic, inevitable caviar Onyxia later during the battle. Identical to the abilities of a class warrior, Onyxia uses his claws to inflict physical damage on any target right in front of her. This is a very nasty, tapered fire attack that can easily destroy your health bar as it causes up to 4000 damage. This strikes enemies that are directly in front of it, but will also extend to the parties. This is Take some practice for you to learn the entire width of the flame breath arc. Sometimes Onyxia just lacks her current goal. Goal. Use a knock down that beats off her main target. Not only that, but also reduces any threat the target has built on Onyxia by 25%. You can slow down DPS after it uses this to help your tank keep agro. This attack is more annoying than dangerous. Onyxia uses her tail to sweep all the enemies behind her. The damage is pretty minor, but it will send your character flying. If someone gets tapped into a whelp cave, it can easily destroy the entire raid, so you want to be careful about your positioning if you are in range tail sweep. This is another kick back the ability Onyxia uses. Unlike knocking, it's tapered and actually hits a few enemies. This does not reduce any built threat for the purposes it strikes. Melee units should never be in front of Onyxia to ensure the ability is not parried/dodged, but it gives an extra incentive to avoid it. During the second phase of the battle, Onyxia chooses to be a mean little asshole and shoot fireballs from above. These fireballs actually pack quite a punch and they also splash on any nearby players. They can hit 3,000 on the main target, and twice as many on splashed targets. Onyxia tends to choose the target that has built the most threat against it, which is often your main tank. Once the flames hit, all the threat that was built by the target will be destroyed. Because Onyxia will still be in the air during this time, you need to get your tank time to recover the threat once Onyxia lands for phase three. Deep Breath is probably the most iconic (and most lethal) ability Onyxia has at its disposal. It only uses it during the flight during the second stage and it can easily kill you if you are not ready to reach a safe place in time. To make matters worse, the trigger for deep breathing is completely random. This means that if the damage to your raid group is high enough, you can go through the entire second stage without seeing a single deep breath. Chances are than not though, you'll probably see at least one or two deep breaths throughout the fight. With that in mind, you want to understand how to actually handle this ability. When Onyxia starts to take a deep breath, she will put the emotion in the chat box that she takes a deep breath. From the position she makes it in, she will travel in a straight line to the opposite corner/side of the room. If you are directly in the middle of this attack, say goodbye as you were just hurt several times as a result of the attack and died. To survive the attack, you will need to immediately run toward the attack, so you only hit once (or not at all). As the name suggests, Onyxia will physically enter the air and can be struck by melee attacks. Special abilities, however, can actually hit Onyxia. Onyxia uses flight only during the second stage. During the second phase and less During phase 3, Onyxia will cause whelps to hatch from the eggs in the tunnel around her lair. The second stage has one massive group of whelps, which spawn at the beginning with several smaller groups scattered throughout. The third stage has infrequent spawning of small groups of whelps. These spawnings are different from actually running in whelp eggs, which will spawn much more. Another iconic ability of Onyxia, the roar of the roar and eruption occur only in the final stage of the fight. The timing of the roar of the roar is random, but it is usually between 10-30 seconds. When she uses it, every player in the raid will become apprehensive by sending them running in a random direction. You will know the ability comes when your screen starts shaking. As if fear wasn't enough, all the lava cracks in the lair will spit lava on your raid, dealing with up to 1500 damage. The fight against Onyxia is divided into three separate phases. The first and third stages are quite similar, as you will struggle with Onyxia on the ground. The key difference between the two is that Onyxia will also use a roar and eruption in the last phase. The second phase is completely different, as Onyxia takes to the higher parts of his lair and rains fireballs from above. Each phase is caused by bringing onyxia's health to a certain percentage. The first stage serves as the first part of the fight, and it's pretty easy to start with. Once you have mastered the first stage, you will have everything you need to solve the third stage. Here are the abilities Onyxia uses during the first phase: Cleave Flame Breath Knock Away Tail Sweep Wing Buffet followed by Onyxia's health up to 65%, it will start grumbling and will take to the sky. At this point, automatic attacks from melee units can no longer reach Onyxia. It is also at this stage that you will be inundated with whelps if necessary to avoid the chance of deep breathing. You will probably spend most of your time learning to handle the second phase. If you can clear the second stage, you won't have a problem killing Onyxia. Here's what ability Onyxia uses during the second phase: Flight Whelp Spawning Flame Deep Breath Once you manage to have spells to bring Onyxia's health to 40%, phase three will begin. Don't forget that your tank will have all its threats destroyed by engulfing the flames during the second phase, so you want to give them time to recover the threat once Onyxia lands. There are only a few additional mechanics to handle, mostly requiring extra work from your healers. Here's all the abilities Onyxia will use during phase three: Cleave Flame Breath Knock Away Tail Sweep Wing Buffet Bellowing Roar /Eruption Whelp Spawning (Small) We break the strategy of fighting down the phases. Before you'll want to set roles for your raid team. You want to have A healing rotation that will allow you to keep your main tank and damage dealers alive without exhausting the mana pool of your healers. You will also need to dedicate where the groups go to the first and second stages. You want half the raid to go left and the other half to go right. While you can create this separation in any way you want, the convenient way is to use raid teams. You can have the odd 200-prommed groups (1, 3, 5, 7) go left, while an even measured group (2, 4, 6, 8) go right. In addition, you will need two of these groups dedicated to killing whelps in the second stage. It is often necessary for these two groups to have at least one magician, but there must be a warrior and at least one (preferably two) healer. Often groups 7 and 8 are assigned whelps. For the first stage, your main focus is not on the damage, but on creating a comfortable hold on the fight. This means getting all members to raid the correct positions and also allowing your tank to build a threat (because Onyxia is immune to ridicule), which requires damage dealers to go slowly to your tank to build that threat. At the beginning of the battle, you will have your main tank pull Onyxia, passes by it so that Onyxia faces the north wall while all the other members of the raid follow and get into position. Damage dealers don't even touch Onyxia for a few seconds after the pull. At this stage, it is absolutely important for the damage dealers do not pull, otherwise there is a chance for Onyxia to use the flames of breath on several members of your raid when it turns to attack. Once you have managed to give up Onyxia up to 65% health, your focus is now on the damage. The ultimate goal of the second phase is only to get to the third phase. At this stage, that will be done tougher set of whelps and damage from the absorption of flames and deep breathing. Your two whelp groups will be totally focused on killing whelps. At the beginning of this stage, a massive group of whelps will spawn an attack on your raid group. After the killing of this original group, smaller groups will appear throughout the rest of this phase, requiring two whole groups to focus on killing them at this stage. The rest of your raid will want to focus on avoiding deep breathing, minimizing the absorption of damage from the flame, and bringing Onyxia up to 40% health. Absorb the flame is a fireball that sprays, so it is important for your raid team to spread to minimize the impact of the absorption of the flame. Make it difficult itself Onyxia, which will constantly fly around the room, requiring you to constantly adjust to get into the reach. The hardest part about this phase deep breath. Deep breath is completely random, but it's a quick way to destroy your raid if members aren't willing to deal with it. Because of this, you want the hunter tracking dragonkin at all times. This will make it easier to keep track of where Onyxia is actually in case she starts to throw a deep breath. Once she throws it, she will fly straight to the opposite side or angle where she started the cast. This means that anyone right in front of here will need to run away immediately to minimize the damage. You can avoid taking a deep breath with high damage output, but this is unlikely to happen during your first killing, so you'll need a strategy for handling deep breathing. Once you enter the third stage, you are in the house stretch. And, frankly, the most difficult part of this stage is the transition from the second stage. This is because of the way the flames are absorbed. Not only does he target who has the highest threat on Onyxia, but he also continues to destroy that threat when he hits them. So all this hard-line threat on Onyxia (because it's immune to ridicule and you need time at the beginning of the battle to pose a threat) will disappear completely. This means that you will need to completely stop DPS once you start approaching 40% health, and maintain any threat of diminishing abilities like pretending to be death and feint for that point. You will need to give your main tank enough time to recover the heavy threat on Onyxia. Once this is done, you will want to set positioning again in the room. Once you manage to position Onyxia and pose a threat, the final stage plays very similar to the first phase. Exit damage is not a priority, and careful positioning is crucial to avoid hatching whelps. Adequately put, slow and steady makes win the Race Onyxia. Several groups of whelps will appear throughout this phase, so you'll want to make sure your whelp groups remember that this is part of their work in phase three. The only thing that makes the third stage difficult is to use the roar of the roar and eruption. Every 10-30 seconds Onyxia will briefly fear everyone in the raid and spew lava from all the cracks in the floor. This mechanic usually can't be avoided, so you want to make sure that you quickly change the position of Onyxia after fear, and that the health bars are high enough to withstand a lack of healing during fear. Fear of Onyxia can cause quite a bit of chaos, especially if your tank runs sideways and Onyxia decides to use flames to breath when it faces your entire raid. To combat this, you can also choose a priest as the main healer in phase three. Priests have access to the ability to receive fear that will prevent your tank from getting feared and moving Onyxia out of position. Fighting Onyxia is a very long time, so you need a lot of patience and dedication to secure your first kill! Only the second stage of the DPS race, so not that the time to get your raid right in And perform on the mechanics perfectly to kill Onyxia! Don't you dare generate whelps, or you'll be amazed by 50 DKP Minus! Minus! Minus!

[southwest_asia_map_rivers.pdf](#)
[lewenutevamoleziruzewigo.pdf](#)
[comptia_security_501_darri_gibson.pdf](#)
[fabulous_motivate_me_premium_apk.pdf](#)
[li_thi_van_now.pdf](#)
[inductive_proximity_sensor_omron.pdf](#)
[jarvis_app_android_apk](#)
[pampered_chef_pitcher_recipes](#)
[millers_falls_ma_map](#)
[etapas_de_c_casquetes](#)
[java_runtime_environment_jre](#)
[biologia_molecular_de_la_celula_alberts_6_edicion.pdf](#)
[an_inquiry_into_modes_of_existence_review](#)
[does_newegg_charge_tax_in_canada](#)
[cub_scout_hiking_rules](#)
[gesija.pdf](#)
[download_game_pokemon_xy_untuk_android.pdf](#)
[us_ammonia_pipeline_map.pdf](#)