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The summary of the queen Of Azshara uses all the forces she commands to disable the ancient protection and the Bridge of Titan device that holds N'zoth in captivity. Tanks that activate an ancient defense or deprive Azshara of energy will lead to the player's character becoming a jaded soul. Be sure to be in sight of your healers! Checks with each use of toks or painful memories to see each other. Move Azshar so that they do not charge your ancient defenders titanic shenanigans or protect the power too much protection of power. Hide from Azshara to reset arcane vulnerabilities or avoid damage to Arcane Detonation. The healer, activating the ancient defense or withdrawing energy from the Defense of the Force of Azshara, will lead to the fact that the player's character becomes a jaded soul. Be sure to position yourself so that your allies are in sight. Hide from Azshara to reset arcane vulnerabilities or avoid damage to Arcane Detonation. Hide from your ally and from Azshara if you are affected by Arcane Impulse. Coordinates how often players try to release charges from the titans of the panel before a massive burst of energy. Damage classes that activate ancient defenses or deprive Azshara of energy protection will result in the player's character becoming a jaded soul. Be sure to be in sight of your healers! Make sure the loaded spear does not collide with any surface in the battle zone, but strikes through the crystal shield. Hide from Azshara to reset arcane vulnerabilities or avoid damage to Arcane Detonation. Hide from your ally and from Azshara if you are affected by Arcane Impulse. Excessively zealous Colosseum Ancient Protection to unload your ancient defenders. Azshara's surrendered and indomitable last victim is committed to the protection of power. Ancient Guardians of the Ancient Defenders keep the pressure of the surrounding ocean under control, but must be activated by the player's characters by placing them on it. The forces of Azshara will use different methods to disable them. Pressure RiseCatastrophic Failure Exhausted SoulPhase 1: Cursed Lovers of Azzhar Causes Cursed Lovers Aethanel and Cyranus to Attack The Player's Characters. Excessively zealous colossus storm the war zone to disable the ancient defense, while Azshara reproaches the players with his abilities. This phase ends when Ethanel and Siran are defeated. Ethanel and Siran, dispossessed lovers and Siran were cursed to constantly be torn between turners to see each other and painful memories of what might have been. Their cursed hearts poison the ground under their feet. Painful MemoriesLoning'acursed HeartAethanel Lightning BallsChain Lightning FlashCold StrikeFrozentice ShardsCyranus Jagged BladeOver charged SpearOver zealous colossus These colossus from the army storm Azshara to ancient protection and smash them into dust. Once the group control effect has been applied to the colossus, they are infuriated. At this stage, Azshara's queen is circling in the battle zone and looking for opportunities to use her own abilities. Arcane BallsOld Defense Of UnloadOffensively Deep Parts and RuleBreak 1: The decree of the queen of Azshara unleashes secret balls in the battle zone, but limits the actions of all players by personal decree. Players who fail to comply with their decree will be punished. This phase ends soon after the secret balls have expired. Arcane BulletDecree the queenSanctions! Obey! Side by side! Autonomous! March! Rested! Phase 2: Azshara's unleashed hearts activate the last defense against spells and intervenes in the fight. This phase ends when Azshara reaches 70% of health. Protecting Azshara's power in surrendering group control effects can be used. The last victim of Achar's indomitable immune to the loss of control effects. The Latest Victim of the Azshar Arkan ControlArcan VulnerabilityArcan ShockArcan VulnerabilityAtractar MachationsInage Destiny Arcane Impulse Payback and Rule Dissent 2: Adoration of Azshar Causes waves of his servants to attack defenders. This phase ends when Azshara completes the call of his servants. Excessively zealous Colossus This colossus from the army of Azshara storm the ancient shelters and smash them to dust. Once the group control effect has been applied to the colossus, they are infuriated. HammeringAngershara's ground dedicated latest victim is an indomitable loyalty to loss of control effects. The last victim of the quein Azshar Arkane Bullet Decree of the queenSant! Obey! Side by side! Autonomous! March! Rested! Phase 3: The Azshar Tide Song calls its Tidal Masters into battle. Everyone puts himself on the ancient defense and regularly deprives him of his strength. Loyalty Mirmidon Loaded SpearAncient Protection Women Unloading Protection Power ChargingStatic ShockChain Flash StrikeCrystal ShieldCerbersten ShieldKuin Azshara AttractionJealousyTitanic Shenan DetonationGreat Turn FateTurn from DestinyArkan ImpulseBack for a review Welcome to our great WoW Raid Guide review from MMOEpic for heroic and mythical bosses from World of Warcraft: Battle of Azeroth Raids. As usual, we would like to give you helpful and helpful tips on the respective raid bosses and show you how you can defeat them without any big problems. You will find raids and bosses with their skills as well as our annotated video guide below. In Heroic Raid Guides we will show you the view of a maximum of 30 players. At a mythical level of difficulty, of course, there are only 20 players. Now, please select your raid or boss from the review below. Eternal Palace Reid Guides (8 Bosses) Abissal Commander Sivara Guide (Abissal Commander Siwar) Blackwater Unget'm Guide (Blackwater Behemoth) Gloss Guide Ashara (The Shining of Azshara) Lady Prahtmeer Guide (Lady Ashwanes) Orgozoa Guide to the Court of the queen's Guide (Royal Court) za'zul Guide to the queen Aashara Guide (queen Azshara) 2019 18:19 In our raid guide to the queen Of Azshara, you will learn all the important things about the last boss in the raid of the Eternal Palace. This battle consists of four boss stages and two intermediate stages. We will explain how you can survive the skills and successfully complete the fight. We will show you the tactics in our raid guide, which ensures that you defeat the queen. You can use tips for LFR, normal and heroic modes. Changes in the appropriate skin degrees can always be found in the appropriate area. Good luck at the Eternal Palace with our raid guide for the queen Of Azzhara. All phases: Stands inside an ancient santham to provide them with energy. You have to prevent the energy from falling to 0%. Avoid standing in the guards if you have high stacks of exhausted showers (5-7 fine stacks). Phase One: Avoids standing in the puddles of the Cursed Heart left by two mini-bosses. Tanks: Mock the respective boss when you reach 3 stacks of cooling. The Chain of Ethan's erupts and dodges the flash balls. Make sure no one stands between you and Sirana when he acts called the spear on you. It doesn't have to be a pole or console between you and the mini boss. Stands inside secret balls to reduce their energy and thus avoid painful explosion. Long-range fighters must run to the corners of the room when they are attracted. Kill all the bubbles to free your teammates. Controls and kills an overzealous colossus so as much as possible. Intermediate Stage One and Two: Absorbthe Arcane Balls as often as you can, as long as you don't have to follow any other instructions. So always follow the instructions through the appropriate debuffs. Suffer!: Absorb the balls by placing yourself in one. Obeyed!: Don't soak up the balls! Side by side!: Standing next to another player! Stand Alone!: NOT near another player! Phase Two: Tanks Mock Boss to minimize Arcane vulnerability stacks. Azzhar's position is near ancient protection and continues to supply him with energy to counter the machinations of the Titanic. Long-range fighters must stand at a distance of 35-40 meters if they are marked with locks. It doesn't take them. Move behind a Titan column or console when your Arcane momentum expires to prevent raid damage. Controls or slows down adds before they reach protection from power. Phase 3: Spread in space and stand at least 8 meters apart when you get attracted. So you avoid the ability to be jealous. Conquer the chain flash of tidal masters and kill them as soon as possible. Phase 4: Long-range fighters must be far from Titan's console and ancient guards to position Netherportals well. Avoids standing in the penetrating eye, caused by an orange eye in the corner of the room. Your tanks have to mock the boss to reset the Empty Touched stacks. Removes energy charges from the Titan console to prevent the early end of the raid when a massive burst of energy is triggered. In total, there are three ancient protections in the room. Each of these defenders has its own energy, which is removed during the battle by the abilities of the queen Azshara. When the ancient defense reaches 0% of the energy, the pressure increases, causing high damage over time on the entire raid. When all three protections reach 0% of the energy, a catastrophic failure triggers. It instantly kills every player in your raid. You can read the appropriate energy level of protection by looking at the appropriate interface that appears at the beginning of the fight. Every time you give energy to ancient protection, you get a stack of exhausted souls. This reduces the maximum health by 10% over a period of time and fits. So you have to minimize your stay within the defense so that you don't get too high stacks of exhausted souls, otherwise other boss abilities can kill you immediately. It is recommended that you always in large quantities. That is, you have to reach 5 stacks of exhausted souls and then refill the Ancient Defenders only when your exhausted soul has expired. The amount of energy you pass seems to depend on the size of your raid, with smaller raid sizes giving more energy to the player or stack. Refueling two mini bosses either apart or side by side to avoid damaging tanks. At the beginning of the battle you have to fight against two mini-bosses: Ethanel and Siran. These bosses do not have overall health, but must be killed almost simultaneously, otherwise they will be accurate when one of them dies. This gives them a 65% increased attack rate and 150% increased damage. After you've defeated two mini-bosses, the first intermediate phase begins. The queen of Azshara is not involved in this phase. This only conjures up a skill that you have to deal with. These abilities cause them torment as long as they see each other or do not see each other. That time requires the two to see each other so that they do not cash in on the torment. Your tanks can use three objects in the environment to move bosses in or out of the appropriate field of view. These are two pillars and a titanium console. Once the painful memories are over, you pull the two together and let your damaging distributors inflict damage on both targets. While currents or painful memories are active, both leave cursed hearts beneath them. This happens within 10 seconds. They damage each player in them and reduce the speed of attack, spells and movement by 30%. Ideally, you try to put these puddles on the edge of the room, so your teammates are easier to deal with. These damned puddles of heart remain throughout the battle, so it's important from the beginning where you put them down, so you don't have to worry later. Your tanks should prevent these cursed puddles of heart from being placed directly on an ancient shelter, otherwise you will find it difficult to maintain energy protection. Your tanks should therefore try their best to move the bosses to the edge of the room whenever the cursed heart puddle appears. A good starting position when you run Aethanel, where Siranus appears. When painful memories are thrown, you just drag Sirana to the other side of the column and move on until you arrive at the wall. Ethanel has a total of three abilities: A spell that damages a random player and misses all the players around him. You should always interrupt this spell. Lightning Balls: Various balls appear all over the room and jump 3 times before disappearing again. Just get out of the landing areas, which you can identify by small blue vortexes. Cold snap: a blow that hits the current tank and leaves a debuff. If you hit and had 3 stacks before, you will be stunned and will get huge frost damage from the shards of ice. So scoff at 3 stacks or, if the bosses are too far away, take a hit and support you with defensive ability! Siranus has only two abilities: Jagged Blade: Each melee takes a tank with a 6-second debuff, which deals a lot of damage and fits. He is not given a debuff if he fends off or avoids ability. The ability can be largely ignored, as the cold snap requires constant changes. Loaded with a spear: It marks a random player who threw a spear a short time later, causing damage to all players standing in the way. This loaded spear will fly through all the players in a straight line until it leaves the room again. If a spear somehow collides with the environment (such as one of Titan's columns or console), it explodes, damaging the entire raid. So you have to position yourself in a way that can't happen. Azshara randomly always chooses an ancient defense and takes away her energy for more than 5 seconds. All defenses begin to struggle with 100% energy and the ability will deprive them of about 30% energy each. So your Raider members should make sure they replenish that defense by depriving him of energy or making sure he has 100% energy again before Azshara regains his abilities. Unload the ancient sabers so they don't explode. You should always make sure that you can charge the protection safely without getting too high stacks of exhausted showers. Shortly after she appears to unload the ancient defense, Azshara conjures up bait on some long-range fighters. Once this has been announced via combat text, the affected players automatically run to the center of the room to the inactive run within 6 seconds. When these players reach the run, they are wrapped in a bubble that takes 8% of their maximum health to them every second of their maximum health as damage until the bladder is destroyed. So your long-range fighters should be on the edge of the room, so that they have a sufficient distance between themselves and So the effect has dried up, attracting before they reach the run. Any player who is still wrapped in a bubble should be released immediately so that he does not die. Azshara will always make some secret balls appear in the middle of the room. It absorbs the energy of the Arcane balls to get damage from the raid. These bullets will explode in 16 seconds, causing extensive damage to the swoop. Undetected, they will kill the entire raid immediately. When some players are inside these secret balls, they deprive the ball of their power. This leads to their disappearance. If you move fast enough in Arcane bullets, you can make them disappear before they explode. All long-range fighters should always take care of these balls as much as they can. Excessively zealous colossus will appear over and over randomly in the middle of the room. You don't need to actively refuel it, as it just moves towards solid ancient protection. When he gets there, he will use a hammer, which will cause some damage to the raid, depriving the energy of ancient protection. Once this colossus appears, you should immediately damage it to minimize the amount of energy seized. However, you can control the overzealous colossus in any form, such as rooting it or wrapping it in an ice trap. Keep in mind this: Once the colossus has been cct, it gets debuff fury, making it immune to any CC. So you have to assign a player to CC and take the colossus just before he reaches the Ancient Defense. As a result, the colossus can search for and run to a new defense after its expiration date. It can also be useful to root out the add or put it in an ice trap later in the phase to inflict more damage on the two mini-bosses and miss the whole set of abilities. After you've defeated two mini-bosses, the first intermediate phase begins. Azshara will make some secret balls appear in the middle of the room, giving each player individual instructions. You have to follow these instructions, otherwise you will get sanctioned from you to deal with the ever-increasing damage to you. At a normal level of difficulty, each player receives only one instruction. Suffers!: Absorbs a secret balloon. Arcane balls disappear over time and sometimes very quickly when many players are in it. Obey!: You can never absorb a secret ball. Side by side!: Stands next to another player. Your Your teammates will support the secret balls to absorb when you get this instruction. Stand alone!: Don't stand next to another player. If you find a ball that doesn't have another player in it, you can absorb it. Otherwise, it's just away from other players. Your raid should try to absorb all arcane bullets without flouting the instructions. As a result, you reduce the damage caused by the Arcane bullet explosion at the end of the first intermediate phase. Shortly after the intermediate phase, the queen of Azshara will rise and attack you directly. Immediately, it activates a previously inactive run in the middle, in order to protect power. This will show up for you as a blue run in the interface. This protection of power will always receive energy in different ways. The more energy this run company collects, the more damage Azshara and its additions will have. Therefore, your players must prevent energy protection to minimize damage. Just as you can power the Ancient, you can deprive the protection of energy once you are in it. In principle, however, it is more important to provide ancient energy than to deprive energy protection. However, you have to be prepared to do both. The closest century-old defense to the boss will lose more and more energy. When Azshara is closest to defending power, his energy is replenished. Your players must watch out for this defense and counteract the boss's ability, always reeling in defense. Keep your stacks of jaded souls at a healthy level (we recommend 5-6 stacks) so you don't immediately kill other abilities. If you only have a few players who can recharge the energy, then pull the boss to another defense and wait there until your exhausted soul stacks are gone. Azshara will regularly have Arcane shock on the tank. This causes some damage and proves the vulnerability of the Arcane tank, which increases its covert damage by 5% within 14 seconds. Your tanks should therefore mock the boss as soon as they have too high stacks, depending on the level of the item of your tanks, about 7-9 stacks are possible. Azshara passively inflicts the entire stage of the secret damage on the entire raid. You can avoid this damage if you are out of Azshasha's sight. You don't need to pay much attention to this ability, as it only gives your healers something to do. In the second stage, the attraction is treated a little differently. The race is far enough away when Azshara attracts casual players. Here's what it looks like you will be attracted. The boss will continue to use this ability, but they will no longer work in the middle of the room, but directly to Azshara. Once the players reach the boss, they are accepted and receive a huge shield. Only when the shield is destroyed will the effect end. Your long-range fighters will therefore have to stand 35-40 meters away from the boss again if they get this ability. This ensures that the effect is dried up by attracting before they reach the boss. Any player who in any case must be immediately checked and the shield destroyed as soon as possible. Azzhara will regularly effect Arcane's momentum on two casual players. Your tanks will not be affected. This debuff lasts 30 seconds and is harmless to the end. It then explodes, damaging all players within sight. Players affected should get behind the pole or behind the Titans console as soon as possible. As a result, you can make eye contact for most of your raid. The healer can either humiliate you or simply let the debuff run out. Once Azshara reaches 100% of the energy, he acts Arcane Detonation. This causes great damage to every player in the boss' field of view. Therefore, all players must hide behind the column before the boss completes his spell, otherwise you are likely to die. Your tanks must refuel near the column so that your melee fighters can very quickly get out of sight. Throughout the phase, various additions will appear over and over again and move towards the protection of power. When they reach this protection, they kill themselves and give some energy in it. Indomitable Azsharas are of high health, move slowly and cannot become cCt. These supplements must be killed immediately so they do not reach protection. Letting Azshara has fewer lives, move a little faster, and can become a CCT anyway. You have to pull them together and kill them as best you can while you keep ccting them. As soon as Azshara reaches 70% of life, the second intermediate phase begins! The second intermediate phase is similar to the first, but this is the first time that Azshara is active in combat, following her instructions. He won't actively attack you, but he will suffer damage as usual. So you have to use this time to harm the boss by following instructions and absorbing secret bullets. Instructions and secret spheres are considered as the first intermediate phase. The queen of Azshara herself gets a few innovations in Attract and gain new ability with a twist of fate. Players affected by the attraction will now receive additional jealousy, which increases your speed by 10% for each player in the 8 meter environment once you run. So you have to be at least 8 meters apart when the boss uses the ability, so you don't get to the boss too quickly and be taken. Your tanks should react quickly and possibly move the boss when power protection appears exactly where you are just refueling the boss with other protection. Otherwise, the boss retains his other abilities of Titanic shenanigans, Arcane Shock, Arcane Control, Arcane Detonation, and Arcane Impulse, which you treat just like you did in phase two. At the beginning of the phase there will be two tidal housewives, each next to the ancient protection. As long as they live, they

remain static and do not need to be re-administered. However, you have to kill the mistresses as soon as possible, so that they don't draw all the energy out of the defense. Each tidal lord has a special name, but they all have the same abilities: Loyalter Mirmidon appears at the very beginning of the phase and then every 90 seconds. It should be fueled, but it has only one ability: a loaded spear. Meet the Tidal Lord with the Charged Spear to break through her shield. This ability marks a casual player and after a while Myrmidone will throw a spear at him, which will punch through all the players who are on his way. If a spear collides with the environment somewhere (such as a column or Titan console), it will explode and cause enormous damage to the raid. So you have to position yourself in a way that can't happen. Your players don't have to kill it to add in a purposeful manner before another one shows up as you need a loaded spear throughout the phase. You can refuel add on one side of the hostess, with the raid then spread on the opposite side. This makes it easier for you to deal with a loaded spear, and affected players don't have to walk too much to get into the Mistress shield. If you kill both mistresses or Azshara reaches 45% of life, phase 4 begins. Your raid should be aimed at killing both mistresses before the start of Phase 4, otherwise you will have to kill the mistresses first in a new stage, which in turn will cost you the boss damage. Azshara will not call to add to help at this stage, but will focus all his attention on your raid. The attraction will continue to bring jealousy to the players, but if the player now reaches the queen, he will be again energized for the rest of the Taken. When a player is taken over, you have to kill him as soon as possible so he doesn't bother you too much. Azshara loses all other abilities, but she gets some new skills to deal with. Azzhara regularly acts empty-handed on the current tank, which causes some damage and reduces the healing received by 10%. This debuff lasts 30 seconds and fits. So your tanks should tease the boss, so the debuff may have run out. Depending on the level of the element of your tanks, 3-4 stacks should be non-traditional. Azzhara opens a portal on the ground for 2 minutes. Every player standing inside the portal deals damage every second. This portal will always appear next to your long-range fighters. So they have to pack up and throw portals, so that the ancient Saallows and Titan consoles remain free, so you can continue to use them safely. No matter where Nether portals appear, you should avoid standing in them unless you need to go through them to charge ancient protection or dodge any other ability. An orange eye will appear on the edge of the room and send a beam across the room. Some time later, this beam will harm anyone it touches. After the beam disappears, a new eye appears next to the latter and sends another beam across the room. After that, the ability ends. Your players should become aware of the path of the beam as soon as possible and run out of it. The main task at this stage of your raid is the titanium console, as the queen of Azshara conjures up overload on it every 55 seconds. This gives the console 4 energy charges. All this energy is discharged after about 42 seconds with a massive increase in energy. Your players can interact with the console by clicking the Extra Action button that appears when they stand next to the console, causing a controlled flash that causes only minor damage during the raid and relieves the load from the console. You have to remove the charges from the console staggered before a massive increase in energy is triggered. The alternative would be to collect your raid and heal it by healing the compact current, while the player with the immunity effect removes all 4 charges at once. Every time you remove the energy charge from the console, another random effect is triggered: System Shock: The player who removed the charge receives a 30-second debuff that deals high damage. You just have to confront him. Short circuit: The console removes 30% of the ancient protection Energy. You have to immediately compensate them with players with little or no stack of exhausted souls. Azeroth Essence: A randomly selected player gets a 40-second buff that turns all spells into instant spells, gives them 50% increased distance or hand-to-hand combat speed, and significantly increases resource regeneration. When the positive effect is over, you will die immediately, so use those 40 seconds to do as much damage to the queen as needed. At this stage it is recommended to use heroism and your second pot, as you have to kill the queen Azshara as soon as possible. Because if the phase takes too long, you can no longer compensate for the losses caused by the essence of Azeroth. Now your players will receive up to two instructions from the queen. Your players need to quickly determine which combination they got so they can be sanctioned as rarely as possible. Players side by side! and suffers! Must put themselves in the overall secret ball and absorb it, after which they can drag in the next ball. Two more instructions are added to both intermediate phases: Stagnation! March! Players stand still! Have a purple circle around them and get a stack of sanctions when they leave it. Do not move out of the circle during the debuff stop. When the player stopped! and suffers! he must look for the ball within his circle or let the movement not as little as possible. Players with a march of instructions! should always stay in motion, as they make puddles appear beneath them, which explode after a while, causing a stack of sanctions. Some players can march instructions! and side by side! Get. These players must gather in one place and run together to successfully handle both instructions. In the second stage, Azshara receives the ability to turn Destiny, and this becomes the Great Turn of Destiny in Phases Three and Four. Your tanks will then have to pull Azshara only the remaining ancient protection as soon as possible to prevent the queen from getting too much bonus damage. If players affected by Arcane Impulse are in the queen's sights when their debuff expires, feedback affects Azshara. This ensures that Azshara Arcaner conjures up momentum for more targets when she re-uses that ability. So your players need to make sure they run out of sight of the raid and boss, so that the number of Arcane pulses stays as low as possible. The speed bonus through jealousy is currently 20% per player. Players marked by attraction will be selected in the second stage Four will most likely get to the boss if they get even a stack of jealousy. So, in heroic mode, you have to be at least 8 meters away from your teammates. Follow soon... Eternal Palacekuin AzsharaRaijide AzsharaRidgid

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