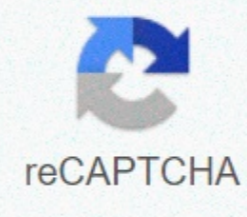




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The Eternal Palace, the new raid level in Patch 8.2: Rise of Azshara, opens this week, and as usual we have detailed strategy guides for each meeting within the new level, written by FatbossTV. We have also collected tips, tricks and best versions for each specialization, written by our own class guide writers to help you defeat Azshara and push back the tide. In addition, all of our class guide pages have been renewed, reviewed and updated for Season 3 to include new BIS lists from the new raid, more information about Essences, Azerite recommendations, updated rotations and other suggestions. Our Eternal Palace chief strategy guides cover the capabilities, loot, phase strategies and role responsibilities in detail for each meeting. They also include written tips, important mechanics with charts, photos and gifs to help you succeed in the new raid. The Grand Reception Commander Sivara Blackwater Behemoth Radiance of Azshara Depths of the Devoted Lady Ashvane Orgozoa The Court of Stars The Circle of Stars These guides is authored by FatbossTV, long known for its video strategy guides. They began writing raid guides for Wowhead in Legion, and have authored Normal, Heroic, Mythic Raid, and Dungeon guides for everything in Battle for Azeroth so far. These tutorials include details for all raid difficulties, obtained from PTR testing and dungeon journal analysis, and will be updated with more tips and videos as players advance through The Eternal Palace! Boss guides are great, but some players will only know what talents, equipment, Azerite, tricks they should use to have the best chance of success in the new raid and we have you covered with our Eternal Palace Raid Tips pages. Each specialization has a page dedicated to optimizing performance in the new raid, including talent recommendations, gear advice and the Top Builds widget, thanks to Warcraft Logs. When players start beating bosses in the new raid, the Top Builds widget will automatically gather talent and Azerite moves used by the best players for each specification, giving you an idea of what the most successful players are doing inside the raid. We're going to visit these pages to add new tips and tricks as strategies form, and when mythical difficulties are launched next week, come back often! To see the latest changes and updates, select the Changelog check box at the top of each page. When players start beating bosses at Palace, the Top Builds widget will automatically update like this. You can also see top builds together with our usual talent calculator. Where does it come from? We use the Warcraft Logs API to retrieve data from the top 100 heroic and mythical ranks from the latest update on Warcraft Logs (currently 8.1.5). We start with heroic difficulties and turn the transition over to Mythic when the bosses are defeated. You can dive into the comprehensive ranking system to create further breakdowns, compare reports, see group compositions for each murder and more. Take a look at our Eternal Palace Tips pages for each specialization linked below for more information, from there you can click over to the associated equipment, talent, Azerite, and rotation pages in each guide. The Eternal Palace is a full raid level, with a lot of loot to be found inside, including new Azerite moves, several items with special effects, and the new Benthic Gear that players have been bought in Nazjatar also works inside the Palace. Our Eternal Palace Loot Guide describes all these new items, or you can take a look at our individual class equipment guides for specific information about which specifications want which item from the new raid. There are many ways to get better at raiding, and while you understand the meeting and the role of specialization in it is one of the most important, being able to review your performance will help you better understand what was happening, what went right, and what went wrong. Logging is a powerful tool that allows you to create an overview of everything that happened during a meeting. Warcraft Logs uses this record to create analytical charts describing positioning, damage dealt and taken, which had which buffs and debuffs, even a full real-time replay of the entire meeting. Check out our full Warcraft Logs Guide to see what the number one raiding resource can do for you. WoWAnalyzer is more personal. It uses the same Warcraft Logs report to create a detailed analysis of a single player's performance, with less emphasis on what happened during the meeting and more tailored to improve the specific player's rotation, cooling, survival ability and role (refueling, healing, injury trading). Give our WoWAnalyzer Guide a read and find out how it can help you improve. Raidbots is a simulation site, which allows you to simulate your character under a variety of conditions, create statistics weights, compare equipment choices, talents and much more. It is a web interface for SimulationCraft, a long-running simulation project maintained by prominent social theories, made even more accessible through the simplicity of raidbots format and dedicated servers. See our detailed Raidbots Guide to learn more. Deadly Boss Mods and BigWigs are important meeting addons, with customizable alerts, countdowns and timers to help you preempt and respond to important meeting mechanics. Learn more with our Deadly Boss Mods and BigWigs guides. In addition, there are many Addons, WeakAuras and other tools that can help you improve your gameplay, focus on important meeting mechanics, or simply simplify the user interface to make it easier to see what's happening during a meeting. All this and more can be found on the Addons and WeakAuras pages in each specification guide. Last updated on 08, 2019 at 8:02 pm by Vlad 1 comment General Information The Eternal Palace is an 8-chief raid occurrence added in World of Warcraft Patch 8.2, launched on July 9th/10th. It represents the 24th level of content in World of Warcraft. The Eternal Palace is available in LFR, Normal, Heroic, and Mythic difficulties. 1. Lore At the time of the Great Sundering, Queen Azshara was given a choice: to live on as a servant of N'Zoth or persevere in Zin-Azshari after the destruction of the well of eternity. Her choice to serve N'Zoth gave birth to a new race, Naga, and under her leadership they built an empire under the sea with the Eternal Palace in their heart. 2. The entrance to the Eternal Palace The Eternal Palace raid occurrence is located in Nazjatar. The entrance to the deposit is located under the site called the Queen's Gate and is reached by swimming down from the small lake at that location. The lake is currently protected by a barrier, which prevents into it. We know it opens at the end of the Nazjatar mission line. In the meantime, there is a secondary access, but we do not know if it is intended. There is a cave on coordinates 42,3, 13.3 in Nazjatar called Chitterspine Grotto (just west of the Queen's Gate). It's full of crabs, and when you sink into the water there, you'll be followed by N'Zoth in his fishing form and teleported to the raid's entrance. The reason we don't know if it's meant is because you get Fare debuff by being teleported. At the raid entrance, you will get the guest of the queen, which will allow you to breathe underwater in case. There you will also find a Displacement Pedestal to teleport back to the surface (at Tidal Conflux). 3. Unlock Schedule 4. Boss Order The Executive Order of The Eternal Palace is mostly linear - the only choice your raid can make is the order to attempt second and third bosses, Blackwater Behemoth and Radiance of Azshara. The order of the bosses is as follows. 5. Map, Overview and Lore of the Bosses 5.1. Dais of eternity When you enter the raid, you will find yourself in the Dais of eternity. This is a large room at the back as the first boss, Abyssal Commander Sivara, is waiting for you. Little is known about the army Azshara created after Millennia spent in the depths, but Abyssal Commander Sivara has led the Naga vanguard to countless victories. With an excellent strategic mind and strong mastery of both physical and magical combat, she is both a mortal commander and soldier. The fight against Abyssal Commander Sivara is actually surprisingly complicated for a first meeting, and it requires proper positioning throughout the match, as the raid must be divided into two groups, with any failures to perform this correctly most likely leading to a drought. For more information about the fight, please see our Abyssal Commander Sivara strategy After Abyssal Commander Sivara is defeated, take the stairs at the back of the room to reach a smaller room where you will be able to swim through a submerged tunnel to the second zone of the raid: Halls of the Chosen. 5.2. Halls of the chosen and darkest depths The halls of the selected house two bosses: Lady Ashvane and Radiance of Azshara. Lady Ashvane could not immediately be engaged. You must first defeat both the Radiance of Azshara and another commander located in the Darkest Depths: the Blackwater Behemoth. We think the best is the following. When you enter halls of the Chosen, head towards the tunnel leading to the darkest depths and defeat the Blackwater Behemoth. Return to the halls of the chosen ones and defeat the Radiance of Azshara. Then you start to get back to Lady Ashvane's room. On the way there, defuse or kill Azshari Channelers (marked on the map above), to take down the barrier protecting Lady Ashvane. After killing Lady Ashvane, the floor in the middle of her room will shatter, allowing you to jump down to the Traverse, the next area. The Blackwater Behemoth was summoned from the sea so deep that even the deep residence Naga will not venture to his home. It exerts enormous power that, without the iron grip of the Queen to command it, would quickly spiral out of control. Its presence as custodian of Azshara's treasure is yet another proof of her extraterrestrial strength. The meeting with this boss is an underwater battle that requires your raid to carefully handle the timing of a favorable debuff, while emphasizing the correct positioning and movement. For more information, please see our Blackwater Behemoth strategy guide. With Azshara's wrath already defeated in Azshara's eye, it should come as no surprise that this wrath elementary monstrosity has once again resurfaced as the Radiance of Azshara. It is driven by the soul of Azshara's servant, willingly and locked in a pendant worn by Azshara, and personifies the radiance of the queen herself. This match has 2 phases, where you have to meet a stationary boss (during phase 1) and a large Stormwrath (during phase two), with the two phases cycling back and forth until the boss is defeated. Movement and coordination are essential here. For more information about this fight, please see our Radiance of Azshara strategy guide. After her defeat in Boralus by the Kul Tiran fleet, Lady Ashvane was imprisoned in Tol Dagor; She broke out of her prison with the help of Horde, but she soon revealed her allegiance to Azshara and Naga. When she was confronted and put again in danger, her new queen saved her again, and eventually she strengthened a dark covenant between the two and turned Lady Ashvane into a monstrosity, albeit a mighty one. This meeting has two phases of cycling back and forth Lady Ashvane is defeated. She has a large absorption shield that must be emptied in phase 1, before she can be injured in phase two, which lasts a certain period of time (when it ends, phase 1 restart, but the absorption shield grows larger with each new Phase One). For more information, please see our Lady Ashvane strategy guide. 5.3. Traverse The Traverse is the fourth zone of the raid, and the only one that has no boss. There are a number of 3 platforms with garbage to kill on each of them. When you're done with a platform, take the flight path to the next platform (see screenshot above). The flight path from the third platform takes you to the next zone: The Hatchery. 5.4. Hatchery Almost immediately when you enter this area, you will meet Orgozoa who acts as the overseer of the hatchery, so that all azshara's creations are looked after and kept ready for the moment they are needed. The battle to defeat Orgozoa is divided into two different phases, each of which takes place in a different place. The room where you first find Orgozoa is where Phase 1 happens. You fight the boss and some recurring adds for a short period of time. Then the boss flees to the next room, and the raid must avoid a variety of sources of environmental damage while pursuing the probation officer. Phase two is mostly like Phase 1, with more varied additions. Overall, the fight is especially difficult for healers, with high raid-wide damage increasing over time. For more information on how to defeat this boss, please see our Orgozoa strategy guide. Once Orgozoa is defeated, you can get to the Queen's Court by taking the underwater tunnel marked in the map above. 5.5. The Queen's Court After coming out of the submerged tunnel, proceed to the next room where you will find Silivaz the Zealous and Pashmar the Fanatic, who forms the Queen's Court. Ever faithful, they are the most loyal of Azshara's followers and would like to lay down their lives for her at a moment's notice; Having secured her safety and enforcing her will for countless millennia, these Naga will stop at nothing to prevent invaders from reaching their queen. This meeting is relatively static, in the sense that the raid is going to remain mostly in the same place for the whole match, but there is a very large amount of capabilities to react to. The two bosses do not share health and must be killed at the same time. For more information on all this, please see our Queen's Court strategy guide. 5.6. Plunge of dreams After defeating the Queen's Court, you will find yourself in the precipice of dreams, where you will meet Za'qul, Harbinger of Ny'alotha. A server of N'Zoth, Za'qul exists to destroy, acts as harbinger for Azeroth and beyond; In our darkest moments, he seeks to pick apart our defenses to ensure the smoothest takeover for his master. It against Za'qul, a four-phase meeting of complexity is much greater than any of the previous meetings in the raid. The battle is long and incorporates an increasing number of abilities that are reused and developed as the battle progresses, all culminating in a final phase that brings it all together, and requires almost flawless execution from the raid to succeed. For more information, see our Za'qul Strategy Guide. 5.7. The Last Prison With Za'qul defeated, you can proceed to the last prison, where you will meet Queen Azshara, who has plotted her back to the surface and the destruction of all who stand against her since the day she made her covenant with N'Zoth. With an overwhelming level of power, eons of planning behind her, and an old God supporting her, the Queen of Naga may be one of the most dangerous threats Azeroth has faced. The battle against Queen Azshara is a long, complex and exhausting 4-phase battle (with an additional two transitional phases) that will test the raid's concentration and coordination at each stage. Like many major end-of-raid bosses in World of Warcraft, your group is having to evolve and learn the battle phase by stage, one step at a time, before it can all finally come together for a successful kill. For more information, please see our Queen Azshara strategy guide. 6. Loot Loot in the Eternal Palace includes weapons and armor pieces in all difficulties: point level 400 for LFR, 415 for Normal, 430 for Heroic and 445 for Mythic. In addition, pets fall from selected bosses: Lightless Ambusher, Mindlost Bloodfrenzy, Nameless Octopode and Zan'ir Poker. Finally, there are all upgrades for essences Condensed Life-Force, Vitality Conduit and Azeroth's Immortal Gift in the raid. We can also mention Azshari Bloatray, a reward for completing the Glory of the Eternal Raider achievement. For more information, please see our Eternal Palace Loot and Essence guide. 7. Achievements There are 26 achievements to be earned in the Eternal Palace. We present them here according to the difficulty you need to complete them in. 7.1. LFR+ 7.2. Normal+ 7.3. Heroic+ 7.4. Mythical 8. Changelog 08 Jul 2019: Added loot, opening plan and last 2 bosses. Show more Show less

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