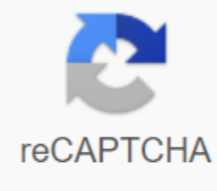




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## Xylem guide wow

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The revenge archmage has vowed to hunt and kill Drake and recover debris from his stomach. Archmage Xylem lives in his tower in the mountains north of Azshara. To reach the tower and Archmage Xylem, you need to talk to Sanath Lim-vo[28.1, 50.1] and perform a repeat mission[55] Meet the Master to be moved up the cliff. He is described by Jediga as very dangerous, and acting oddly compared to others. When the player returns without any problems, she says she will expect the wizard to be at least reluctant. Cataclysm This section relates to content related to Cataclysm. He became part of the new Azshara mission line that began with the Azshara Blues. Xylem also appears as a possible guardian in [85 Daily] The Protectors of Hyjal. In the beta cataclysm Blizzard says: Archmage Xylem is still in his tower in Azshara, but seems to have stumbled on something that has quickly driven him crazy. [1] It was later revealed in Hallow's End that Xylem was insane and had collected artifacts. He tries to get some artifacts but his servant takes them into a hero. [2] Legion This section relates to content related to Legion. Since Xylem found an ancient grimoire at Camp Legosh, he has become unstable and locked himself in his tower, while his 40s have gone to rubble across Azshara to find artifacts to impress him. Xylem steals Iris gathered from Dalaran's vault to become the most powerful wizard of all time, and after a letter declaring his intentions was found on the corpse of a Burning Legion agent at Broken Shore, he confronts an explorer sent by Kalecgos on behalf of The Sixth Council. Xylem Escape Iris gathers through a portal and orders Sanath Lim-vo to keep the explorer, but Sanath comes to his senses after the battle and explains grimoire has eroded Xylem's mind. Joanna works to find a way to reach Xylem wherever he comes from and alerts Kirin Tor while the explorer returns to Dalaran. [5] Xylem fled to the Eye of Eternity, where he could use Focusing Iris to ravage Azeroth's lines and suck their energy directly into himself. Freed from magic, Azeroth will ripen to be destroyed by his demonic master and his powers will become infinite. Joanna asks for an end to her madness, but asks for her life to be spared if possible. During the fight, Xylem arrives at his senses and tries to concentrate his strength back through the i.m., and as a result Corrupting Shadows appears, telling Xylem that he cannot defy the will of the Legion. With the defeat of Corrupting Shadows, Xylem ends his magic and thanks the hero for saving his life. Focusing Iris's energy was returned and the ley lines were restored, and Xylem returned the iris to Kirin Tor with his apology. [7] Position The Fire Rune Capabilities of Mount Hyjal Xylem - Place a fire rune on the ground, inflict fire damage and knock the enemy off. Frost Rune of Xylem - Put a rune of frost on the ground, deal frost damage and slow them down. Xylem's Shadow Rune - Place a shadow on the ground, handle Shadow damage and dissmble them for a short time. Tasks This section relates to content related to Cataclysm. This section relates to Legion-related content. [110] Close your eyes[110] In safer hands The theme of this section was removed from World of Warcraft in patch 4.0.3a but was present in the Classic. Former or ambitious Sorata Firespinner &lt;Washed out= apprentice=> Will Robotronic Xylem has a habit of majority-diversifying apprentices as apprentici. [8] Xylem is the name of one of two types of tissue transported in a vascular plant. It is possible that his name is based on this, derived from the ancient Greekκλω (ksýlon), which means 'wood'. Xylem is voiced by Seth Duerr in Legion. [9] All Previously You can [[Project:Find or fix a stub|help expand it]] by "[ 27s\_Tower?action=edit editing it]">&gt; From Wowpedia The Mage Tower is a brand new addition to World of Warcraft that arrived with the recent Patch 7.2. During its operation, it offers a variety of small benefits such as hidden cabinets full of goodies and additional artifact power, and most importantly of all, the ability to undergo an extremely difficult test to unlock classes and exclusive skin weapons expertise. As you may have guessed from the title alone, the challenge I will guide you through is called Close Eyes, in which you will have to defeat not only Archmage Xylem, but its evil master as well! If you want to try and get one of these new favorite cosmetics, it is important that you understand Mage &lt;Washed&gt; &lt;Washed&gt;. The challenge is exactly what the name requires - a challenge. If you think you will beat it in a single attempt, or even a dozen attempts, I'm afraid that you are in a rude awakening. That said, it is not impossible, and if you come to high preparation opportunities, you will be able to finish it only well. So if you're willing to do what it takes to look downs great, allow me to give you a helping hand and hopefully make your journey just a little easier. Video version of this tutorial 1.1) Are you prepared? Before you even start thinking about trying this challenge, you'll need to collect a large number of consumer goods, but fortunately they are mostly on the cheap side: Here's what you'll need: • 2000-3000 Nether shards • 1 Birch Oriented Damage • 10 Drums of the Mountain (if you're not a class with access to Bloodlust, Heroism, or Time Warp) • 10 Defiled Augment Rune • 10 Tome of the Tranquil Mind (you'll need to swap from AOE/survival built into a single full goal) • 20-30 Food • 20 Damage Medications The amount of consumables you need will vary depending on how quickly you adapt to the fight and how much you are willing to endure in a single time. I would personally recommend going with a vase, about 20-30 foods, 20 potions of damage, and 10 pieces of all the rest. The reason for this is that the first stage (actual fight vs Archmage Xylem) doesn't require much of damage, so there's no need to waste any of your precious runes or potions on it. And if you manage to get to the final stage of the battle 10 times within 2 hours, the most likely is that you are about to finish the whole thing anyway, so there is no need to overspend on more expensive consumer goods. For the talent, the name of the game here is survival. Choose those that amplify your healing (especially when you kill an enemy) who gives you an extra stun or silence, and if your class has any ability to allow you to jump around on a relatively low cooldown, you'll want to get that as well. Finally, you want to ensure you have at least one source of powerful explosive damage to deal with Ice Prison if your jumping ability is ever cooled down. The first stage of the fight is not about damage, so don't worry if you're taking defensive talent that significantly reduces your overall DPS, just make sure you really survive until stage 2! While it is not necessary, and I personally have not used it, you can also make the challenge a little easier by installing the Deadly Boss Mods Challenge package. It gives you a range of useful time sets and alerts - things you technically necessary, but can only be useful while you are still learning. The Demon Hunter talent I used for stage 1 2.1.) Stage 1 – Frost Frost Phase initially began after Xylem ended his overly long oneedaction. All you'll have Deal with during this period a constant dam of relatively low damage frostbolts and three ice prisons, you will have to escape as quickly as possible. Once the battle starts the first thing you'll want to do is interrupt the Frostbolt actor to his start and then pull him as close as you feel comfortable. This is done to ensure that when you get stuck in the ice prison, you can easily jump straight at him and keep punching him in the face. If you have absolutely no mobile magic and you can't avoid the center beam, consider pulling him aside instead. Frostbolts are not terribly powerful, but Xylem pretty much ignores them as they are surprised when the damage starts to pile up. To survive this, you will need to use a combination of interruptions, stuns, and self-healing cooldowns. Once you get a little experience, you shouldn't feel afraid of declining health during this period, because as long as he's not about to use Ice Prison you'll be completely safe due to the slow and consistent frostbolt damage. How exactly you do this part of the Frost phase will vary depending on your class, but these are general guidelines that should work for everyone pretty much: • Silence the frostbolt first and drag him towards the center • Let him hit you 2-3 times to give you something to heal • Activate a self-healing cooldown/ability and completely ignore cockroaches segment if you can maintain ~ 90% HP • Interrupt everything he does right before he casts Ice Prison - you want to be as high on health as possible for the next step Proper position - Xylem as close to the center as you feel comfortable with If you do it everything correctly You'll get jailed with about 70% HP. The individual ice fragments that surround you are not very powerful, and a single powerful AOE spell will clear them out (in my case a Demon Hunter's Eye Beam is enough on its own). However, things are not as easy as they sound, because you will receive constant heavy damage while standing in icy circles. And if that's not bad enough, if you accidentally run into one of the fragments, you'll die instantly! As scary as this sounds, prison ice is not really that hard to overcome. If you are a class that can jump or shift all you need to do now is find where Xylem fled to, and then just jump there to continue with the same strategy from above. I would recommend jumping before using your dash/shift spell, because while it technically may not be necessary, I find myself occasionally cutting pieces of ice and dying a senseless, lazy death. If you have magic that gives you health when you kill or do Enemies (such as stunned AOE Demon Hunter), you may want to consider killing ice fragments around you to regenerate a bit of health. This is also you'll have to exit if you're a low-mobility or non-portable class (such as Frost Death Knight). Simply use your strongest magic to break the ice around you, all the while leeching as much health as possible from the large number of debris you are killing. You'll probably die a few times before you learn what magic to save for this stage and how to best approach it, but don't worry, once you figure it out, you'll be set up for as good as it's always exactly the same. On the other hand, if you are a Demon Hunter prison ice is a complete joke because you can not only double jump on it, but you can also use your stun to create souls to heal fully! Once you escape the ice prison most likely you will be somewhat low on health, but don't panic as Xylem's damage is slow and predictable. Just make your way towards him, interrupt him the moment you arrive in range, and drag him back towards the center - just like before. One difference this time around is that you probably won't be able to let him hit you 2-3 times before healing, which means you'll likely start the next ice prison phase with lower health. This is an extremely dangerous proposal, so I recommend carefully weaving stuns and interruptions to minimize the damage coming from Xylem Frostbolts. Ice Prison looks scary, but relatively easy to deal with 2.2) Phase 1 - Transition (Shadow) After Xylem uses three Ice Prisons, the time for the fourth prison will be replaced by the transition to the Arcane stage. The transition is the hardest part of this encounter, and you'll probably die quite often, so just make your peace with that right now. So what happens is that Xylem instead uses the fourth ice prison shift to a random location on the opposite side of the map, and soon begins channeling a spell without a ridiculous amount of damage per second, and also slows you down... because why not! The only way to stop it is to run all the way to where he hides to hit him with a spell effect area since he is otherwise not targeted. I've heard many people complain that they have no idea where Xylem teleports come from, but I've personally found him to be pretty easy to detect. All you need to do is start running to the opposite side of the map as soon as he moves away from you, and while running just glance at the minimap to find where the giant yellow circle is – that's pretty much it. However, if you are a more intuitive type of player, you can also detect Xlyem with a large amount of white sparks floating around him. If you are a highly portable class and if you have previously positioned Xylem as between as possible, this stage can be done within seconds. Simply use all your reduced mobility and damage spells to reach him, and then just hit him an AOE spell before he even inflicts a piece of damage on you. Similarly, if you have spells that make you immune or highly resistant to magic, you can use them to completely skip this stage – just don't forget that Xylem's spell not only causes damage, but also slows down! If you mess up, or if you don't have mobile cooldowns to rely on, you'll have to do this stage properly. Once Xylem moves away the entire room will be filled with copies of him, all slowly channeling a spell that bounces you around. These illusions don't have much health, and they can be disrupted, so choose the farthest one you can safely reach and just nuke it down as quickly as possible. Once dead these illusions will drop a quick shrinking shield that allows you to ignore Xylem's damage and refresh your cooldowns. While you're safely inside the bubble, you should choose the illusion that you'll go for the next and slowly start whittling its health down from range. Then done all you need to do is stroll to the next bubble, and then repeat the process until you can hit Xylem with some kind of AOE attack. All this may sound simple, and in reality it is, but there are many ways to mess up and die almost instantly. So if you're not sure if you can reach Xylem before the damage/slow start ticking in, just err on the side of caution and jump from delusion to delusion. It will take you a little longer, but without the big DPS test you need to worry about, so just make sure you stay alive. Looking for either white sparklies (top left) or yellow circles on your minimap 2.3) Stage 1 – Arcane Once you hit Xlyem with an AOE attack he will immediately start channeling slowly, but insanely powerful Arcane Barrage. It will be tempting to interrupt them as soon as possible, but I'm afraid you'll have to keep your immediate interruptions on standby for later. The reason for this is a magic called Draw Power that Xylem seems to cast almost entirely randomly, and if you don't interrupt it immediately it will give him a stacked damage buff that will almost certainly spell your doom. As such you will need to interrupt Arcane Barrage with stuns, incapacitates, and any other tricks your class has access to. Every time you interrupt an Arcane Barrage you should also move slightly backwards because Xylem will follow you for ~1 second before continuing his casting. Like the Ice Prison stage, this will help you a lot with upcoming events as you will be in a much better position and react much faster. As I mentioned before, arcane barrage spells are slow to cast, so you have particularly powerful healing cooldowns, you can completely ignore their damage and just heal yourself in the middle of each actor – only occasionally gorgeous to buy yourself for a while. If you decide to stun/interrupt her Arcane Barrage, just Make sure you do it near the end of his cast to gain as much time as possible. That said, don't drop too low on health because he'll shift after 5-6 embryos, and it would be really silly for you to die just because you're a little too comfortable. Besides Arcane Barrage Xylem will also try to kill you with Shadow Barrage, which is a magic that constantly creates small shadows that appear in the distance and then shoot down a straight line (think Hunter's Stampede spell). Unless you use a powerful defensive cooldown the shadows will instantly kill you upon contact, but they are surprisingly easy to dodge so I won't really worry about them. All you need to do is stand a little behind Xylem (away from where darkness is born), and use this moment of downs to heal and refresh your cooldowns. If you find yourself in trouble with this particular spell feel free to completely avoid the area of its effect and just take a sip of coffee while you wait for him to finish. Again, it's not a DPS race, all that matters is that you stay alive! The ores are easy to dodge, but don't underestimate their damage Once Xylem tries to cast 5-6 spells, he will most likely shift to the other side of the map, immediately followed by an Arcane Barrage cast. If you have slowly moved him towards the center as I have instructed you above this should be nothing more than a minor inconvenience. Simply find where he moves to, walk through it, and interrupt the extremely slow arcane barrage before he can knock your HP 50% off. Just make sure you don't panic and use your standard interruption spell while walking towards him, because you can never really tell when he's going to use Draw Power, and if you let it channel for even a second you'll be in for a world of trouble! After 2-3 shifts Xylem will once again enter the transition phase by shifting to the opposite side of the map and becoming sparkling. Thus, the most important thing is that you pull him towards the center as often as possible! If you need to walk from one side of the map to another there is a high chance you will mess up and die, but if you just do a jump from the middle then you will be able to completely skip this whole stage. So practice your scissors because it will make your life much easier! 2.4) Phase 1 - Frost ++ The second (and all future) frost phase is slightly more difficult than the one you start. Almost all the mechanicality is exactly the same, but instead of shifting a few meters away Xylem will shift to the other side of the map every time he puts you in the ice prison. This doesn't really change anything about how you implement your strategy, but will need to be much more careful with how and when you use your interruptions. I I It is recommended to save a long-range stun just before you get stuck in the ice prison, completely so that you can interrupt Frostbolt spam as soon as you are free. A new addition to this stage is Xylem which now also casts Shadow Barrage, which again is a great benefit as it gives you plenty of time to heal and drink a refreshed drink. This strategy is the same as in the Arcane stage, but since you're dragging Xylem towards the middle much faster, you'll have a lot less room to work with. It's a little harder than it used to be, and sometimes you may find yourself cornered, but as long as you don't take a big risk, you'll be perfectly fine. 2.5) Stage 1 - The demise of Xylem The whole fight against Xylem is a constant repetition of Frost - Transition - Arcane until he reaches 10% health. While you may feel compelled to use all your strongest spells when you see him on low health, I recommend not to do it because you will need all your DPS cooldowns for stage 2. Instead, finish Xlyem using as few of your resources as possible, and with as high of a health pool as you can manage. If you were forced to waste your big 5-minute cooldown earlier in the fight and it has yet to recover, consider delaying the kill for as long as you can because every little bit of DPS will be of great use later. Do not focus on his health, just continue to do all the mechanisms 3.1) Phase 2 - The Wait Once Xlyem drops to 10% HP, he will run to a pre-determined point on the map and start talking in about ~ 30 seconds. Now you should use Defiled Augment Rune to slightly increase your damage, and Tome of the Tranquil Mind to respect into a centrally focused build that is primarily a single goal. Sometimes you may have difficulty fighting, this will delay your respec ~10 seconds, so make sure you can choose your talent and place your magic as quickly as possible! You can practice this whole procedure in front of the M wizard tower as considered a resting area of it, and I would strongly suggest you do it because you never know how buggy the challenge is going to be. If you're a class that doesn't have much AOE in its base set, consider taking one or two AOE talents just to make sure you can cope with the extra coming. If you're heading enough (about 900 entry levels) most likely you won't have much trouble with adding, and this goes twice as long for those of you who have good myths, but it's always nice to have a protection just in case. Stage 2 Talent I Use on Demon Hunter 3.2) Stage 2 - The Final Showdown Battle in Stage 2 is against a single demon without doing anything special itself. The dangerous part of this fight is the broken ground that the boss left underneath him, because eventually it will cover the entire area and kill you pretty quickly. To avoid this, you will need to Pull the boss forward, always slightly ahead of the broken ground. The best way I have found to do this is to start where the boss lays eggs, and then very slowly drag him to the edges of the map and then go around in a circle. To ensure you are still dealing damage to the boss while on the run, you should move him in a diagonal type. As before, you'll probably mess up a few times before this click, but once you figure it out, you'll be kite him around pretty easily. Just remember that you should only move him when the broken ground is near when you are, because if you move the boss too fast, you will find yourself with very little room to work with! Besides broken ground, the only other possibility that the boss has is a spell channeled that puts a short debuff on you, which when it expires spawn 3 adds that you absolutely need to kill before they reach the boss. There's no way to avoid this, so don't interrupt your channel! What you should do is continue to deal damage to the boss for as long as possible, and when you have about 3 seconds left on the debuff you should jump/shift as far as possible. If you don't have mobile magic available, however, you should start moving a few seconds earlier, just to be safe. The purple beam is what is born adds, do not interrupt it under any circumstances! Once the debuff reaches the number three demons will appear directly around you and soon begin to move towards the boss. They are completely ovary for the first second after laying eggs, so take advantage of this opportunity to set up several AOE's on the ground and deal heavy damage. Once they start moving, you should use your AOE to stun and slow down to prevent them from reaching the boss. And that's pretty much it as far as strategy goes. Its all about doing as much AOE damage as possible in as little time as possible. If you are undergeared you may find this part of the fight almost impossible, in this case I'm afraid you will simply have to admit defeat and farm out a bit of cake before trying again. The same applies to the boss himself because he is absolutely a DPS tester. There are many ways to make this a little easier, and I'll note them in a second, but if you find yourself always out of space and the boss is still 40%+ HP, you may need a little more device before you're really ready. To eliminate the most damage to the demon, you should use one drug before the battle begins, so that in that way you will be able to use two drugs throughout the entire fight. The first one you should chug when Xylem is half through his Keep them going! lines like this signal the start of the encounter. As soon as the demon starts moving, you should activate your drum of the mountain, DPS is your strongest, and goes completely berserk since you won't have to move for about 10 seconds. Finally broken Will climb in and you will be forced to move, but be sure to prioritize getting as much damage as possible given that this is your biggest burst window. This is a DPS test straight up, so bring your A-game or you'll end up on 1mm ground like me For the second potion, you'll be using it about 2 minutes into the fight, when the second pair of extra spawns. Try and kill them using as few DPS cooldowns as you can, mostly relying on the power of your DPS pills to carry you, and as soon as you're done, you should go ham on the boss with your newly refreshed 2 minute cooldowns and the last bit of potion. There really is nothing else to it. If you are capable of dealing with a decent amount of damage (~600k-700k DPS buffed), and you can maintain a cool head to kite the boss within a few attempts. If you try to do it undergeared like me you can run out of room and be forced to fight him in broken ground for a few seconds, but as long as you save some kind of defensive cooldown you'll be able to survive through that as well. One of the last tips I can give you is not to worry about your failures. Even extremely good players with extremely good equipment have died quite a few times before mastering the M wizard tower, so just believe in yourself and keep moving forward – you'll get there eventually, and when you do, that will be the best feeling in the world! Good luck! Lucky!