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Swtor karagga's palace puzzle

June 23, 2015, 7:09 #1 This is a level 50 operation and has 5 boss encounters. Suggested average gear: Story mode = 126 Hard mode = 136 Nightmare mode = 140 Last edited Irish_Darkshadow; 24 June 2015 at 04:48. 23. June 2015, 07:09 AM #2 Boss 1 - Bonethrasher maxresdefault.jpg Mechanics - Story Mode Mockery Immunity: Boss can not be mocked, also randomly switch and attack targets. Swipe/Cleave: A long-range frontal attack that causes damage to large amounts of anyone in front of the boss. KnockBack: Boss will make a head-on knock back all in front of him. Pounded: Boss will tie the party member into the ground, which will place the debuff on them to increase the amount of damage he has received for the short period of debuff. Smash: Boss smashes the earth, knocking everyone into the air. Minor cleanup with wide damage. Gamorrean (Little Piggie): There will be an add a red light highlighting him as a food Bonethrasher. If the Boss consumes this added, it infuries you for a little while by increasing the damage output. Mechanics – Hard Mode No additional capabilities damage taken while the pound debuff has increased significantly (Quite a lot in one shot) Boss HP and DMG has increased Tight Attention Timer. Mechanics – Nightmare Mode No additional capabilities damage taken while the pound debuff results in a shot of Boss HP and DMG enhanced tight enrage timer. Story Mode / Hard Mode: Nightmare Mode: Last edited Irish_Darkshadow; 24 June 2015 at 04:27. 23. June 2015, 7:09 #3 Boss 2 - Jarg & Sorno cdx.qtr.1x1.achievements.raid.hutt_palace.normal.sorno.jpg Mechanics - Story Mode Team: They are synergistic, and if one dies, the other enraps the loss of their fallen friend. Sorno: Interruptible Death from above; In combat, Sorno launches the van and fire rockets marked in purple circles. Stunning Droids: While Sorno is in the air Gold stun droids spawn and stun a tank at a time. Jarg Jump: Jarg jumps on a random party member, threat drops. Jarg Flames: Jarg is an AOE melee ranged flames that will shoot you out. Mechanics - Hard mode bosses need to refuel separately Sorno: There will be a cure for cast and DPS cast ability. Still interruptable HP and DMG increased Enrage timer reduced Mechanics - Nightmare Mode No additional capabilities HP and DMG Enhanced Enrage Timer reduced Story Mode: Hard Mode: Nightmare Mode: Last edited Irish_Darkshadow; 24 June 2015 at 04:33. 07:09 #4 Boss 3 - Foreman Crusher crusher.jpg Mechanics - Story Mode Smash: AOE Knockback. Rock Throw: Then throw a rock up in the air to land where the red circle is on the ground. Frenzy: The soft envy that makes him can't be mocked and does a large amount of damage to his goal for 10 seconds. Mechanics - Hard Mode No new capabilities hp and dmg enhanced Enrage timer reduced mechanics - Mode No new capabilities hp and dmg enhanced Enrage timer reduced story mode: Hard Mode: Nightmare Mode: Last edited Irish_Darkshadow; 24 June 2015 at 04:36. 23. June 2015, 07:09 #5 Boss 4 - G4 B3 Heavy Fabricator [puzzle boss] Trophy-G4-B3-Heavy-Fabricator-Story-2_thumb.jpg Mechanics - Story Mode Shielded: Boss increased protection and all damage received is reduced. Stun Droid: 3 droids spawn the conveyor belt which stuns the nearest party member. 1 droid near the three tubes. Proximity Mine Droids: Droids spawn at the bottom and top of the area and slowly increase their proximity. Getting in the range causes them to explode with moderate damage. Armor Debuff: Boss will apply the armor debuff to the tank, which will reduce the tanks armor. Stacks 10 times and can't be censed. Grenade: Boss launches a sticky grenade onto a random party member that explodes in 3 seconds and does AOE damage. Mechanics - Hard Mode No new capabilities Boss HP and DMG increased Enrage timer reduced mechanics - Nightmare Mode No new capabilities Boss HP and DMG increased Enrage timer reduced Story Mode: Hard Mode: Nightmare Mode: Last edited Irish_Darkshadow; 24 June 2015 at 04:42. 23. June 2015, 7:10 #6 Boss 5 - Karragga The Adamant Poster_karaggas_palace.jpg Mechanics - Story Mode Heat Vents: Karagga shoots fire right behind him dealing cone AOE damage to anyone behind him for a large sum of money. Oil slick: Karagga will shoot a puddle of oil in front of him and the light that the fire will do damage to anyone in it is a moderate amount. Don't multiply. Drill Spike: Then tunnel into a drill and randomly target a party member by damaging them with a moderate amount and interrupting the current action. Gravity Zone: You will apply the Gravity DOT to a party member, rooting them and then dragging everyone near that tag to them doing AOE dmg. It could be censed. Mouse Droids: Drop mouse droids to disperse and explode in moderate amounts of damage, large amounts, if they explode on the same target. Mechanics - Hard Mode No new capabilities hp and DMG increased Enrage timer decreases. Mechanics - Nightmare Mode No new capabilities hp and DMG increased Enrage timer decreases. Story Mode / Hard Mode: Nightmare Mode: Last edited Irish_Darkshadow; June 24, 2015, 04:47. June 24, 2015 04:49 #7 This guide is updated with information from running this action to help players better understand tactics. 01.20.2012, 21:29 | #1 This is a guide for our guidee from Anchorhead, Sith, Balmunger. The fourth boss in Karagga is a lot of fun, but it takes some coordination to finish. The boss is a robot that has a 10 stacked shield, which makes him immune to damage. Your goal is to fight the move of the boss between 3 Fire Areas and Burn The chief's shields are off. The shield goes down and starts to imba back to 10, quickly reducing damage. The 3 Fire areas correspond to 3 consoles that are activated to solve a puzzle. The puzzle consists of 3 nodes, each with a different block, which must be moved in order to create a pyramid. Once the pyramid is built, the order I, II, III, and the boss below the left Fire Area. To solve the puzzle, the center console is first placed in place of the II on the farm, and then the right console is pressed to place it on top of block III. Then the left console is pressed to put the I into the farm, and then the right console is covered to place the I at the top to finish the pyramid. As soon as the pyramid is complete, they press a fire switch on the right side of the console and the encounter creatures. As soon as the fight begins, the boss burned down as quickly as possible. As soon as the boss wins 2 piles of his armor, 2 long distance DPS starts to solve the puzzle again. This is made difficult by spawned mines, but can be burned quickly. If the 2 DPS are a healer they can simply run into the mines to destroy them very quickly. The 2 DPS removes I from the pyramid and place it in the middle. Then the II is removed and placed on the left node. Then the I center is placed at the top of the II on the left. Then the III will be placed in the middle. Then the I will be on the right. Then the II is placed on top of the III in the middle. Then the I will be placed in the middle to finish the pyramid. The strategy that Rico and I found to work was to get one of us to press the left and center console, while the other takes care of the right and center consoles. TIPS: The order should be accurate as time is a factor. Try not to double-click consoles. The larger blocks can never be placed at the top of the smaller blocks, so the exact order that should happen. When you create a new pyramid, wherever you place block I first, that's where the pyramid is formed. Thus, if the pyramid is on the right side as described above, it will move in the middle, because the I will be placed in the middle initially. Charts: Start. I---I---II B -----II I---x---II C -----I x-----IIII second fire. The -----I -----I i -----Ix-----iii B -----III x---I---III C II-----III D I----- II-----IIII I----- II----- III---II---I G x---III---I H ---I----- ---II----- x---III---x From then on, we went left, then back to center, then right, but while the pyramid is on another node where the last burn was, it will do so in any order. Please ask if you need more information, but once you do the fight a couple of times it will be very simple. All credit goes to Balmunger. 2012.21.DvP_ DvP_ , 11:59 | #3 we kept 2 DPS on top to keep solving the puzzle. They also break up with the bosses at a vulnerable stage, but they went back to the puzzle afterwards. Once boss had 2 piles of armor, each with DPS killed mines, especially stun mines. He went down after 5 or so vulnerability stages. Funny fight, big numbers. Karagga himself was a little hit-and-run. I'd rather be judged at 12 than finish with six. nametakenz 01.21.2012, 1:29 | #4 have seen enrage timers that disagree with the sig bro lol JonnySiniwali 01.21.2012 , 2:34 | #5 And no - the point of PvE is not maximizing the damage. The essence of PvE is to maximise the sustainability of the group. Lol xxxxx enraged. one shot a shot a shot a shot a shot (only 7 a shot because we've disappeared acting) If only we had 50 more people to throw at him we could sustain this fight and win! reselath 01.21.2012 , 05:31 | #6 this fight does not use 2 ranged dps up at the top of the puzzle. Also the enraged timer is insanely long. Battiyone 21.21.2012, 18:32 | #7 As aside the easiest way to do this is to move 1 of the column you want to fire, 2 of the open one, 1 on top of 2, 3 on the desired fire, 1 empty 2 3 on 1 2. Here's what my notes looked like: Code: 000 000 123 000 002 103 001 002 003 - BURN 000 002 013 000 000 213 000 100 203 00 0 100 230 000 000 231 000 020 010 020 030 -- BURN This solves the 7 moves of each combo, which is as few moves as possible in a 3-row 3 column tower in Hanno. We use 2 RDPS who drop their own channel to coordinate a puzzle without extra chatter, tanks and I (RL/main heals) put phantoms, so we know when burn comes, our 8man comp is very moved heavy. (We take what you can buy now) feeblor 01.23.2012, 12:56 | #10 guild did it a little differently. I had a long distance dps to stay on top of doing the puzzle for the offtank. The boss makes a debuff of the tank to the pile, and each stack has a 16% armor reduction, so you can get rough on the healers fairly quickly. After the puzzle was successfully fired, we switched tanks to freshen up the debuff. It takes some time for the tank to re-up the puzzle, but what the tanks did was pop a defensive cooldown (if necessary) and run through the proximity mines, not the stun mines, because that would be terrible. Actually, we didn't get the boss because it was late. Our downfall was the stun mines, our healers were too often for too long. We called in our certain mines that are on their way to the tank that need to be cleaned up, but we like the idea that DPS take out the mines if the boss has that many defensive piles. That would have solved our problem. We're going to bring it down this week. Page 2 This page does not mean that you do not follow the link you clicked. This is just a warning that you are about to leave this website. Click the link below to get a jump on the page. If you do not want to follow this link, simply close this message. 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