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## Eso veteran maelstrom arena guide

Welcome to our Maelstrom Arena Guide for Normal and Veteran Mode. Table of Contents Maelstrom Arena Basics Maelstrom Arena is the solo version of DSA, the four-player based arena combat. This will allow players to test their own skill to determine who is really the best player, or for players who love solo content and want to play with a challenge while having fun. Also there will be weekly rankings where players have the chance to get gold rewards if they are the top 100 points of their class. Yep, your class, so essentially 400 people will get gold rewards. Sounds like a good reason to run maelstrom arena. Plus, the final stage is also the only way you can get Veteran Maelstrom Arena staffs. Where to go? Maelstrom Arena is located in the northeastern part of Wrothgar. Basics There are two modes to Maelstrom Arena, normal and veteran mode. Maelstrom Arena is located in the northeast corner of Wrothgar. At entering you will have a road leading to a house where you will need to talk to Fa-Nuit-Hen to start the hunt for maelstrom arena. Next to her is the merchant, Tutor Riparius, who will sell you various food, drinks and potions of standard ratings. Just like the DSA there are several rounds that will have waves of enemies in each round and at the end is the boss fight. After finishing around a chest and the merchant will appear to give you your rewards and allow you to repair before the next round. Finally on the 9th round will be the last boss fight. Each round will have a certain amount of buffs the player can use. Sigil of Haste Sigil of Power Sigil of Healing Sigil of Defense General Change to Veteran Fashion Veteran Maelstrom Arena is extremely tough to complete, even the first stadiums. It will force players too change master points and the ability to adapt to each stadium and maintaining is much needed. In general, managers and mobs hit much harder, it can be quite easy to kill the players if not prepared. Managers and mobs will also have more health. In addition, when a round is completed a player's stats will not be reset to full. Tip The Maelstrom Arena is completely going to rely on a player's ability to maintain their resources. Engine guardian will be a must for each class because it is the best sustain set in the game. Magicka users should think about running a restoration staff to use their heavy attack to restore magicka and endurance classes should use possibly more sustaining sets. Also if sustain is still a problem thinking about switching over to the thief or atronach mundus stone that provides stamina and magicka recovery that will be your friend in this. Don't forget that you only need to maintain for one round because after each round your stats will be reset to full. Unlike how players can attack enemies before they Out of their portals in Dragonstar Arena you can't hurt enemies in their portals in Maelstrom Prison. Even if attacking the portal before they come out will allow the player to get few on the enemy right when they come out. Don't be afraid to use you an ultimate against mini-bosses and managers. Your ultimate will regen pretty quickly if you use abilities like procs ultimate or you are light attack weaving or just add some light weaving into your rotation. Classes So far the best class for Maelstrom Arena seems to be magicka and endurance templar for a couple of reasons. Magicka templar has puncture sweeps that will heal the player for an amount depending on the amount of mobs hit. And both classes have regret, which will heal the player and will restore stamina depending on how many dead bodies are around, and then pure ritual that will purify the player in The Vault of Umbrage. A close second for a class must be endurance magician due to crit surge and steel tornado. Steel tornado on endurance magician is already powerful enough and crits often so the wizard will see lots of heals. Coming up next will be magicka dragonknight because maintaining on it is crazy because of the battle roar passive and dragonknight has reflect that will reflect four varied attacks in four seconds. Finally, the endurance of the nightblade, the reason that nightblade is last is because it's the glass cannon of ESO, but if the player uses the rally and power along with relentless focus that will provide more endurance recovery. Stages There are nine arenas (stages) to the Maelstrom Arena. The Vale of Surreal, Seht's Balcony, The Drome of Toxic Shock, Seht's Flywheel, The Rink of Frozen Blood, the Spiral Shadows, umbrages arches, the igneous cavern and finally the Theatre of Despair. Each arena is unique from each other, making this solo type of Dragonstar Arena one of the best pieces of content lately. Normal Maelstrom Arena Video One - Vale of Sureal Map Enemies Seducer Darkfire Seducer Knight Seducer Darkbow Scamp Daedroth (Mini-Boss) Bone Colossus (Mini -Boss) Flesh Atronach (Mini – Boss) Maxus the many (Boss) This boss is extremely simple and fast to kill. There are two mechanics to this boss, she will do a single goal attack that does not so much damage and then she will teleport to another place in the room and will spawn two additions from her that you will have to kill. If you don't kill adds then the boss will heal up a certain percentage based on how many add there are. Mechanics Because vale of the surreal is the first round it has a very simple mechanic. During the seconds around a bluish orb with a small aoe will spawn which follows the player around and does damage. It doesn't do a significant amount of damage to it's perfectly okay to stay inside it. After a while the orb will disappear then reappear a little later. The ball will continue to do this until the end of the head round. Round Round 1 - Simple mob spawns, about two at a time and at the end a Daedroth will play to finish the round. Round 2 - Exactly like the round but the blue orbs will spawn. At the end of the Round one leg colossus will play, kill it to finish the round. Round 3 – Same as the other but at the end a meat atronach will spawn. Boss Round - Only Maxus the many will play, killing her to finish the arena. Veteran mode The veteran mode changes to this arena only increases the health and damage of the boss and bullies. This arena goes from being fast to complete to a painfully hard fight. The blue orb that follows the player around will be a shot player if he/she stands in it for two long. Tips for Beating Veteran Mode Because this arena has a ton of magicka injury switch your master points in hardy passive, but leave some in elementary defenders because some mobs will do fire damage. Healing Ward and Harness Magicka are you friend. Healing ward will give you the largest shield and will also heal you if the shield is not destroyed before its timer is up. Harness magicka is perfect for magicka maintain and make sure the boss doesn't kill you within a few shots. Harness Magicka would also be awesome for endurance classes. Finally, having a sword and shield bar for magicka classes will help reduce the amount of incoming magicka damage, even if it is beatable with only Healing Ward and Harness Magicka. Two - Seht's Balcony Map Enemies Clockwork Watchhouse Dwarven Spider Dwarven Sphere dwarven Centurion Centurion Champion x3 (Boss) This boss fight as simple as the first fight but put more fun. Under the boss around a single centurion champion will play in the north it will stay still and start aoes that direct your feet, aoes do not do so much damage then after it is done with the attack the boss will stop up and protect himself. Then in the east the second centurion champion will play and continue to do the same action and then in the west a third centurion and will do exactly the same thing. Now the revolution will come back to the first centurion in the north. Now this centurion will run to the player and throw a conal hot steam aoe, not much damage so don't really think about avoiding it but burning it down then the centurion champion will protect up. This mechanic will continue in the east and west centurion. Now back to the north the third rotation of mechanics will happen. The centurion will run to the player and do a low injury melee attack then protects where it is at. This will continue again in the cycle. The player should kill the centurion in about three cycles or before the fourth cycle mechanics happens. Mechanics This arena is probably one of the coolest looking arenas and has the most unique strategy. In the middle of the arena there will be a hexagon-shaped part of the floor with a dwarven pylon in the middle. That part of the floor will always be electrified. Standing in it does not do a ton of instantaneous damage but will hurt after some time and if you stand in it for too long then the pylon will send out an electric wave that is drifting away. Outside the center platform are three three-rings that will have spinning blades traveling around them. Standing in the leaves aoes only really does significant damage if you let it move throw yourself or you move with it, so if it stays on top of you for too long, no worries you can easily heal through it. Finally, there is a third mechanic to the arena are two levers to the east and west of the arena and they are your friend. What they do is stop the spinning blades from moving, but they are spinning and still turning on the electrified centerpiece and now it will heal you. After some time, the levers effect will be made and the stadium will continue to do what it did. Note: The levers light up green when they are ready to use again. Round Round 1 – Only dwarven spiders and clockwork watchers will spawn this round then at the end of the round a dwarven centurion will spawn, kill it and the remaining mobs to finish the round. Round 2 – Exactly the same as the first round but the Dwarven spheres will play along with the others and the end of the round is the same. Round 3 – The third round is exactly the same as the second round. Boss Round – This round the three boss will play. First one in the north, the other in the east and the third in the west. Three - Drome of Toxic Shock Map Enemies Warrior Thrall Brute Thrall Summoner Thrall Lamia Curare Summons a Spectral Battlecaller (dies when Lamia Curare is dead). Lamia Domina Strangler Draws the player to it. Depending on the player, it can be a priority kill or not. Giant Snake Queen's Pet (Mini-Boss) This mini-boss acts like your generic wamasu but it doesn't have that directional charge. Queen's Champion (Mini-Boss) This mini-boss has an uppercut ability so make sure you block it if you don't want to get lifted. Queen's Adviser (Mini-Boss) This mini-boss is the weakest of the bunch and has only one pull. Lamia Queen (Boss) Again, this boss is really simple mechanics-wise. When she appears she will run to the player and always attack in the melee. She has a conal scream that will stun any player in it then she has a magician overload type attack but it's not nearly as much damage a real magician would handle. During the fight the Queen will spawn various additions that are not a priority to kill so focus the queen down and when she dies all the additions will disappear. Mechanics This arena has three islands surrounded by shallow water and to the west, lamia queen will sit on a platform overlooking the arena. Starting at the first round the Queen will randomly electrify the water and will throw green poison aoes at the player, thus why the arena is called Drome by Toxic Shock. The Queen will also throw a healing feathers type effect on various mobs near the player who will heal mobs. The healing effect is not so much so that you can burn down the mobs inside the healing spring. The Queen will continue to use these while she is facing the player. Round Round 1 - During the first round a different set of mobs mobs play, too many to count. At the end of the round the Queen's Pet will play, kill it and the remaining mobs to finish the round. Round 2 – Works just like the first round but at the end the Queen's Champion will appear to challenge the player.. Round 3 – Works exactly like the first two rounds but at the end the Queen's advisors will play. Boss Round - The boss will appear in the west at the door of her platform and various mobs will play throughout the fight. Four – Seht's flywheel Map Enemies Scavenger Fire Ravager Fire Mage Scavenger Healer Reader Overload Watchman Watchposts Watchposts work differently than they do in Seht's Balcony. In this clockwork the watchmill will go stationary and look like they are loading themselves up in a box. When they are done, they will be shielded and will start attacking the player. Shields are weak so when they are down they are practically a shot target. Dwarven Spider Dwarven Sphere Dwarven spheres act as the spheres of Seht's Flywheel but will shoot a ricochet wave of electricity. It's a matter of moderate injury. Achelir (Mini-Boss) Has a single goal inferno staff attack and throws outbursts at the player. Aihrima (Mini-Boss) Has a single target lightning staff and throws floating lightning strikes at the player. Kothheid (Mini-Boss) This mini boss has three different abilities, a chains that draw the player to him, an uppercut and a fire aoe that stops at his feet. The Control Guardian (Boss) This boss is almost exactly like the Engine Guardian of veteran Darkshade Caverns who makes this boss really fun. This manager will play in the north and will walk in a counterclockwise way around the arena. When the manager is in motion it will shoot lightning on the player who does decent damage and will also have a green poison at his feet. Obviously avoiding the green circle and the flash can be dps'd through if you have any kind of heals like a hot, healing department or certain types of malicious attacks. After a while the boss will stop and will start throwing fire at his feet. Make sure you are not in the fire and continue to do damage. This is also the optimal time to drop any kind of ultimate like meteor or a stationary ultimate on it because it will cause the most damage. Mechanics This arena does not have any special arena mechanics besides clockwork guarding is not tied to the round and that the guards will charge themselves up and protect themselves. Round Round 1 - All the basic mobs will spawn except the dwarven sphere and at the end of the round Achelir will play, kill him to continue and the remaining mobs to move on. Round 2 – Exactly as the first round just add to the dwarven spheres and have Aihrima as mini-boss at the end. Round 3 – Same as round two but Kothheid is mini-boss. Boss Round - The Control Guardian will play in the north and throughout the fight various dwarven designs will spawn. When the boss is dead dwarven constructions will Five – Rink of Frozen Blood Map Enemies Huntsman Frostbiter Huntsman Chillbane Huntsman Heartfinder Deathless Wolf Troll Breaker (100% Priority) These trolls will break the ice platforms so it is imperative that they die first. You can either stun them with abilities or bash them to stop them from breaking the ice. Ogre Frost Atronach Leimemid Angirgoth (Mini-Boss) This boss seems to use most abilities from the dual swing skill line but he doesn't handle much damage. Ogre Elder (Mini -Boss) Vigi Aki Bur (Mini-Boss) Nothing special except the fact that he calls Auroral Guardians Matriarch Runa (Boss) Matriarch Runa has some attack will handle the most damage so far in Maelstrom Arena. As she plays she will fight the player in the melee range. She has a fear type attack where she causes the player to run away from the boss, make sure you have the stamina to cc break this so you don't get stuck in the water. She also has an aoe stomp that will lift the player, making sure you don't eat this cause it does a lot of damage. Finally her last attack is she will go to the middle of the ice platform you are on and smash it into oblivion, if you are nearby or on the platform you will get knocked back and get hit for a good amount of damage so make sure you don't eat it. Besides those mechanics, the boss goes down pretty quickly. Mechanics This arena is similar to the Drome of toxic shock. There are three ice platforms surrounded by an icy cold lake and similar to the second round of the Dragonstar Arena, being in the water will slow you down and even slowly kill you but it's not an extremely fast death so moving around it's not hard. Now during each round several troll breakers will spawn and they can break the ice, be sure to die quickly if you don't want to lose one of the platforms. The troll breakers mostly go to the platform the player is on. If they manage to destroy a troll switch will move to the next platform and try to break it until each platform is gone. Again make sure they die but don't fear the ice platforms will reappear at the beginning of each round so if you get destroyed don't worry. Round 1 – The first round each type of hunter will play alongside deathless wolves and breakers. They're all pretty easy to kill. At the end of the round Angirgoth will play and the player will have to kill him to finish the round. Round 2 – This round will spawn the same mobs from the first round but add ogres and at the end troll elders will play and it doesn't take much to kill it. Round 3 - At the beginning of this round a frost atronach will spawn and other mobs. Then at the end of the round another frost atronach will play and after that and the remaining mobs are dead then the round will develop on same four. Round 4 – At the beginning of this round two trolls will play, Vigi and Aki. Both are really easy to kill but because they adds will group up on trolls I would drop an ultimate to burn burn down extra fast. Then a few more sets of mobs will spawn at the end until the Bor mini boss plays. This mini boss will play the Northern Lights guardian who doesn't do much except attack the player. Boss Round - The boss will play this round followed by other mobs and troll breakers. Just like in other rounds make sure that troll breakers die as soon as possible or the ice platforms will disappear at twice the speed. Sex - Spiral Shadows Map Enemies Spiderlings Don't Kill spiderlings, no penalty but averging pillars will force them to dig away. Webspinner Priority kill, puts webs on the pillars. Venomous Horvar The horvars will not aggro to the player until attacked. Light attack and drag it to a pylon, kill it to remove them web. Spiderkith Berserker Spiderkith Enercater Spiderkith Weffi Dire Wasp Giant Scorpion Flesh Atronach Void Lurcher Xivlax Toxicoli (Mini-Boss)

Spiderkith Captain (Mini-Boss) Champion of Atrocity (Boss) This boss's mechanics are simple. She has a directional flash aoe like any spider daedra do. Then she has a lightning wave that will go out on a few occasions. Both attacks do moderate damage. At random points in the fight the boss will be empowered and will do extra damage, not much more but it is noticeable. This boss is also the tankiest boss so far. Mechanics This arena must be one of the hardest stadiums to explain but the mechanics make it one of the most unique stadiums. The arena will have a small pillar in the middle and four pillars diagonal from the middle so it looks like a five on a die. Some of the pillars will be covered in canvases and some of the pillars will not. What the pillars do is one or two will constantly ward off switching from one pillar to another. The warded pillars are vital from fending off spiderlings. Spiderlings is a spawn that seems to spawn based on what round it is and is a pain to kill, thus why the averted pillars are needed to fend them off. Now the pillars that are covered by nets can be av-webbed. How to remove the nabbarna is when a poisonous plays you will have to attack it to mock it, unless you will not follow you. Drag the to one of the webbed pillars, kill it and the will explode to remove the studs. Once the nets on the pillars are removed all the pillars will come warded and all enemies in the arena will be perma-stunned and can't do anything. For enemies just play in they will be stunned as soon as they come out of the portal. Time to remove all the cloth until the mini-bosses are up like the meat atronachs, void lurcher and xivilai toxicoli. The department will also stun the manager giving a nice time to hand out damage to the manager. Now webspinners will also spawn and they do the opposite of the poisonous, they put nets on the pillars. Kill them when they play if you don't want to die from a giant mob of spiderlings. Finally if you kill whorevars away from They will explode and drop a poison grenade very much Like imperial city prison battle where you have to throw poison grenades, hit synergy, aim them at the enemy to help burn the mobs down. Round round 1 – At the beginning of the first round, all five of the pillars will be aeverated and four poisonous will spawn. Devs were nice enough to have each sit to one of the pillars with just one hit point. Easy attacks to burn to kill them and remove webs. When are down the real fight begins. All kinds of spidekith will spawn this round along with a wave of spiderlings. At the end a meat atronach will play and kill it to finish the round. Round 2 – Round two is a little easier than round once since spiderling doesn't spawn but all other mechanics happen as well. This round of two meat atronachs will spawn, one at the beginning and one at the end. Round 3 - At the beginning of this round a void lurcher will spawn and they are quite easy to kill. Once it's dead the round will evolve and more mobs will spawn. During this round it seems about two or three waves of spiderlings will happen which is not a problem if you have ward pillars. At the end of the round two lurchers will spawn. Round 4 – This round is more like round one but it has a spider kith champion spawn at the end of the round and a xivilai toxicoli towards the end of the round. About as much spider mobs will spawn. Boss Round - During this round the boss will play and along with her other mobs will play. You'll have to make do between killing webspinners, removing nets and killing the boss. This makes the fight take longer than the other boss fights but also makes it extremely fun with a lot of mechanics to handle. Seven - Vault of Umbrage Map Enemies Feral Argonian Vemonshot This mob works exactly as archers found in Craglorn. They have a conal attack as a bombard and a loaded up shot that will do great damage if not interrupted. Argonic Beserker Argonian Venomcaller Venomcallers only play in NE, NW, SW, and SE corners of the map. When they play they are priority targets. Argonic Minders Have a channeled shield that if the boss is in will get a shield. Swamp Troll (Mini-Boss) Swamp troll is very similar to other trolls found around Tamriel. They have a frontal split that does decent damage and an aoe smash that does a little less damage but stuns the player. The trolls will also Wamasu (Mini-Boss) The wamasu will charge up an electric wave that will shoot two aoes in six directions from the center and it will also upload a channeled conal attack that does moderate damage. Argonic Behemoth (Boss) This argonian has literally taken steroids all his life waiting for this meeting with you. The fight against this boss must also be one of the funniest and one of the most deadly. The boss will play in the NE corner of the map. The boss will always fight the player in close combat. The most widely used attack is a frontal split where the boss will stomp ground and will send out three ricochet waves that do decent damage and stun the player. The stun is not long so don't worry cc break it will just waste stamina. The manager will also have a single goal attack that will falter the player but not for long so again do not waste the stamina cc break. Finally the boss will go all crazy, the boss turns red and starts bashing his chest. This attack does not hurt but if it is channeled long enough then the manager will shoot the player. Aj. That's why it's suggest that magicka classes preserve endurance because if you can't bash, you're very dead. As long as you maintain the stamina this boss is a cake walk. Mechanics There is a mechanic to this fight and that is literally what makes it the hardest round. Above the map are small plant buds that come out of the ground. When you go near them they will turn into a big aoe and explode put a nasty poison dot on you. There are only two ways to purify it, the Templar's cleansing ritual or two green circles to the east and west. If the buds explode on you clean immediately. Whether it's cleansing ritual or standing in the green circle. If you have the dot on too long, it will result in an insta-death. So it is important to clean immediately. Then by fighting an argonian venomcaller will spawn either in NE, NW, SW, or SE part of the map on a small stone circle. This enemy will channel an ability that will cause all current buds to explode and will cause new buds to spawn then explode. When a poisoncaller plays, they're the priority target of killing. If they do not die then the whole map will constantly explode poisonous buds. Beside that they are the only mechanics this arena has but do not underestimate them, they will kill you if you are not paying attention. For this fight I would suggest all magicka based classes to use tri-stat food because there will be a lot of dodge rolling and cc break occurring. Round Round 1 – This round is simple, some of the basic Argonic mobs will spawn and at the end a swamp troll will spawn. About an argonian venomcaller will spawn this round. Round 2 – This round is as simple as the first round but has a two argonic venomcallers and again an ogre to finish the round. Round 3 – This round is similar to the second round but with more venomcallers and two ogres at the end of the round. This is where I would suggest using an ultimate because both trolls are a bit tanky. Round 4 – This round of work similar to all the previous rounds but at the end a wamasu will spawn and it's a pretty quick kill. Boss Round – Finally, the boss plays alone in the NE corner. About 20 seconds into the fight two minders and a venomcaller will play and will attack the player, it is okay to ignore the minders and focus on the manager after the venomcaller is dead. (Note: When giftcaller plays and boss makes his chest pound cancel boss first because it will kill you you poison can throw the poison at your feet). Then throughout the fight at different times venomcallers will play and more minders will play. The second set of minders will channel an aoe shield as if the head passes over it, it will receive a temporary shield. Eight – Igneous Cistern Map Enemies Shalk Dremora Caitiff Attacks the player with uppercut. Dremora Kyngald Channels a fire attack on the player who deals gradually more damage. If you're a vampire, I'd suggest killing them first. Dremora Gandrakyn Heals other mobs for a decent amount. Infernal Destroyer (Mini-Boss) When an infernal destroy plays it will be averted by a pylon. To remove the department destroy the pylon that is up and then the boss can be killed. The chief has a basic melee attack and a frontal aoe like ricochet wave but it is made of lava. Flameknight (Mini-Boss) The flameknight is literally a want to be dragonknight. It will release a dragonknight banner, chain the player to her and will try to uppercut the player. Valkyn Tephra (Boss) In addition to the first arena boss, this boss must be the second easiest boss. When the boss plays all three sets of stones will construct a pylon, three in total. Destroy each pylon and then the boss will be stunned for a bit, this is burning time. Save an ultimate for this part of the fight because you can get the boss down quickly. When she's done, the pylons will reconstruct and continue to fend off the boss. Destroy the pylons again to harm the boss and continue this process until she is dead. Now for attacks, before the first set of pylons is down the boss will throw a low injury fireball at the player. During the second set of pylons she will make the only goal attack and then chains the player. During the third set of pylons, she will make an attack as the ash titan where she sends out a firewall that is easily avoided. It is easy to burn this manager within two sets of pylons. Mechanics The mechanics of the round are very simple. There are three places where there are floating stones, to the south, east and north. These will only take effect when the mini-boss plays. When a mini-boss plays a set of floating stones will build a pylon as the assemblies mini-boss. You must destroy the pylon before the mini-boss can be damaged. Under the arena the lava that surrounds the island will throw some lava aoe at your feet that does not do much damage and disappears almost instantly. Round Round 1 - This round will spawn all kinds of dremora mobs and fire atronachs and will end with an infernal destroyer and a random pylon. Round 2 - This round will start with shalks and dremora and will end with another infernal destroyer and another random pylon. Round 3 – This round is exactly like the second round. Round 4 – This round is similar to the third round but ends with flameknight and a Pylon. Boss Round – The boss will play in the middle of the arena and will follow the player around as the player destroys the destroys Pylons. During this fight Dremora Kyngalds will play. They're not really a priority because they're going to disappear when the boss is dead. Nine - Theater of Despair Map Enemies Dremora Kyngald Basic dremora fire caster and really easy to kill. Dremora Beldakyn Basic dremora sword and shield, do not handle heavy damage so it is not a priority. Dremora Gandrakyn Grundläggande dremora healer, does not heal for a significant amount so not much of a priority. Dremora Kynlurker Basic nightblade as dremora. It will ambush you and stun you if the block isn't up and even throw soul tether that will stun you. Dremora Narkynaz (Priority) This mob will go to the center of the map and try to call a very difficult to kill bone colossus so make sure that Dremora Narkynaz does not finish the ritual. Xivilai Ravager Just like the Xivilai Ravagers in the City of Ash they will put their arms and head in your chest to throw a big aoe that beats you back, making sure you dodge the roll to get out of it. Crematorial Guard The Crematorial Guards is tanky daedroth who fights as crematorial guards in the White Gold Tower. What will happen is that they will throw a channeled fire split in front of them and can move while casting. The cleaver does not do a significant amount of damage. Ogrim These Ogrim fight very much like Ogrims around Tamriel and Oblivion, but before they do their chest pounding health regen they will actually stun you and beat you back, so cc break and cancel. Ash Titan This fight is just like Ash Titan in City of Ash which provides a quick and easy put nostalgic fight. What will happen is the boss will attack you from the middle of the room and you will want to burn it down until it smashes the ground, if you are in the melee railing it will hit you back, then spewing fire in a circle out of it will little gaps to avoid getting hit. After that, keep turning on the boss until it's dead. Voriak Solkyn (Boss) This fight is very simple in normal mode. The manager will play during the fifth round in the middle of the map. The manager has only a few attacks, a general single target attack, a big fire aoe that will play at his feet that should be avoided, then after some time the manager will port to another part of the room and then throw a channeled attack that works very much like Nerien'eth in the Crypt of Hearts, the good thing is the manager is interruptible. The manager will also upload an attack that will be thrown at the player and will knock them back just like Nerien'eth, blocking it to avoid getting knocked out. About 50% the boss will stop attacking and play a little teleporter across the room and clanfar and then will rise to the second level of the map. Kill clanfar and get to the portals and port up to the second level, from there will be three crystals that must be destroyed, use gap closers or something to destroy them as quickly as possible. The boss will throw aoes at your feet and try to knock you off the platform down to the first level. Level. You get knocked off before the crystal is destroyed, you have to kill another clanfar before they can go back up. When all the crystals are destroyed you will be knocked back down to the first level and will continue with the same mechanics in the first part of the fight. Be careful because the manager will rise to the top yet again so make sure you nuke the boss down quickly after he drops down the first time. Mechanics This arena is completely unique from the rest which makes it one of the best stadiums. It is composed of two levels, most of the fighting will take place on the first level then during the head fight the second level will be used. At the beginning of the arena you will notice blue spirits traveling from one side of the arena to the other. If you pass through them they will explode on you to slow you down a bit. Every blue spirit that passes the cast you will slow you down even more, so make sure you avoid the blue spirits. Now for the fun part, some way into the first round, gold spirits will spawn and they are awesome boosts to help with the fight. As you pass through one you will absorb the spirits energy and essentials become stronger and after you gather three of the spirits you will get a synergy that will allow you to make an arena wide stun where all enemies are stunned. You are not the only one collecting gold spirits, enemies can that will result in them getting stronger too. Make sure you collect the golden spirits before they pass over the enemies. Round Round 1 – At the beginning of this round basic mobs will spawn until around the end of the round as a Crematoment Guard will spawn and after that and the remaining mobs killed round will move into round two. Round 2 – This round is very similar to the first round but more Crematorial Guards will play, one about halfway and one at the end. Round 3 – This round gets you some new spawns, Ogrims, Dremora Narkynaz and a Xivilai Ravager. The Dremora Narkynaz will start playing from the edges of the arena and will move to the center, making sure you kill them before they get to complete their call. Use an ultimate to help get mobs down because you will have more tankier mobs. Round 4 – This round you have the same calling minus Xivilai Ravager. Again use an ultimate to help get tankier mobs down and continue to kill Dremora Narkynaz as soon as it spawns. Round 5 – This is a fun round because you will get to face Ashes Titan and some other mobs who will be playing during this round. Clean up Ask titan and Dremora Narkynaz first then the rest to finish up the round. Boss Round – During the boss round, you get all the games except Xivilai Ravager. It is safe to ignore the mob besides Dremora Narkynaz and focus on the boss. If you don't have problems with resources and keep yourself healed then kill the rest of the mobs. Mobs.

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