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## Nefarian class guide

WoW Classic Raids: Black Wing Repair, Raid Guide Updated February 12, 2020 By Numéa The Black Wing Repair to rally the World of Warcraft Classic. We will guide you from access to the rally to the last boss through different rooms. On the agenda: Boss, loot, quests and how to get to the instance. Blackwing Lair (BWL) – World of Warcraft Classic rally. This is the second 40-seater rally available for 60 people at level 60. Information about BWL can be found below. Information about the raid The entrance to the instance can be found between the Hot Wind Gorges and the Ardent Steppes, especially on Mount Blackrock. Black Wing Den requires access, which is completed at the end of the Blackhand Orders quest, which begins with the Blackhand Manual, looted from balaer shield management near the entrance to UBRS. You will find many draconian creatures and humanoid types inside the rally. In this raid, you'll find almost all of The Third 2's equipment, but also some Elemental Minerals (and its cast) to create the Blessed Blade of the Thunder sword from Cherchevent. Prepare well to prepare well for the upcoming rally and depending on the bosses you will encounter, here is a list of items that we highly recommend: Cape in Weight Onyxia Fire Gueule, Ebonroc, Flamegor, Nefarian Sacred Water stratholme Nefarian Mixecja free action Guard wyrm Clawmort Potion protection against Upper Fire Gueule-de-feu Nefarian Techniques , Chain, Flame shadow, Tail-Whip, Powerful Roar, Shadow Veil. Location: Nefarian's Lair (8) Type: Dragon To start a fight, you need to talk to Lord Victor Nefarius on his throne. Make sure your Cape is well equipped with Onyxia scales. The meeting takes place in three stages: the first, in which the boss is not present, but you will have to deal with forty draconid creatures, the second, where the Nefarian arrives in peace, and the third, when you reach 20% of the boss and forty creatures killed earlier join the fight in the form of skeletons. Like all dragons, the only person who can stand in front of a boss will be the only one to pass the Shadow Chain and Flame, while players need a complete absence from the boss's back to avoid the Tail Whip. It can't be ridiculed either, so remember to keep the main tank alive. It is known that if your rally fails in battle, it will take 15 minutes between each meeting to see Nefarius appear on his throne. Phase 1 Nefarian does not appear in this phase, even though his avatar will send shadow traits and makeovers to random players. On the stairs south of the room there will be twenty drakonides as they go. Different classes will have to be placed according to the two characteristics of five of the following creatures: Red: Fireproof and blowing cone fire technique. Blue: Cold-resistant and discharges mana into melee combat. Green: Mind to hand. Black: Resistant to shadow and fire and significant melee damage. Bronze: Is arcane and defuff-proof, which reduces attack and spell speed. It is equally important to have two tanks on each side (one takes small mobs, while the other treats larger ones as a priority) and the Frost Trap Hunter constantly making it easier for each player to work. When forty mobs are defeated, Phase 2 begins. Nefarian Phase 2 enters combat by launching the Shadow Flame, whose damage will be greatly reduced by Cape Onyxia. Non-peletan holders must use the Ice Block or Divine Shields or hide at the northern end of the throne (in the corner) so as not to die immediately. You will need to land the Fear Guardian or earthquake totem near the main tank so that the mighty Roar does not suffer. The latter will have to replace the boss immediately so that the drugs can hide from the roar, and the raid could be on his side throughout the fight. At least the Dwarf Priest or Shaman and the two Druids must be by his side from the beginning of the meeting to the end in order to be able to immediately remove the Veil from the shadows. Nefarian will use his Enchaining, Shadow Flame and Tailfing techniques, as well as various class connections (see below) during combat. Phase 3 Of 20%, Nefarian resurrects forty drakonides who have died before, who will go, in the shape of skeletons, directly to random players. The raid will have to be placed at one point, and tanks that are not on the boss will take turns using their Wall defenders and then their Defiance Cry, while the rest of the DPS will have to aoE all creatures with their spells and Stratholme's Sacred Waters. When forty creatures are dead, the battle will take place in the same way as in Phase 2 with the same boss abilities. Explanation of Nefarian's abilities: Call to Class. Every 25-35 seconds, the boss will use a call that will affect the specified class. Here's a list and what to do accordingly: Shaman: Totems and turn against your creators with 200 to 2000 health. The drugs will have to focus on him, especially the Totem Mana Wave, which sucks players into a close Hunter: All hunters will have to stop dps if they don't want to find their auto-broken weapon. Druid: They will be immediately transformed into a cat and will not be able to change shape until the end of the connection. Mages will need to replace their role to always remove the Shadow Veil from the tank. Demonist: They invoke two infernos, so the raid will have to quickly collect them and eliminate them. Warrior: All warriors will be in the Berserker's post, increasing damage by 10%. All healers will need to focus on the main tank. Mage: One of the most important. They will trigger random metamorphoses in players within their reach. They will have to leave the rally as soon as possible, while the rest of the rally will have to dispel the characters who suffered in the spell. The main tank as well as the healers will have to be dispelled immediately. Paladin: Paladins will throw protective blessings at the boss, making him insensitive to any damage and removing all the posagi already placed on him. They will have to be out of sight of the boss. Priest: Nursing spells (except restorations) no longer heal, but deal damage to the target. It will be necessary to stop healing completely. Thief: They will be immediately teleported in front of the boss and locked. Disappearance will be necessary to get out of the situation, so as not to suffer a chain or shadow flame, which will kill them in one fell swooch. Lord's Cape Booty Shadow Chain Shoes Therazane Retaliatory Ring Archimtiros Pure Elemental Ring Tear neltharion Mish'undare, Head of mental flageller Talisman of Perfidy Prestor Shadow Flame Stick Ashkandi, Grand Sword brotherhood Lok'amir il Romathis Cru'lshorukh, Slicer Of Chaos Head of Nefarian Associated Quests The Lord of Blackrock: Bringing the head of Nefarian to the generalissimo Bolvar Fordragon in Stormwind / Thrall. Nefarius Corruption: Pick up the Red Fragment of the Scepter on the Nefarian. Nefarian's Guide to black wing Den Is the last head of Black Wing Den. This is the most difficult meeting, which takes place in three stages. At first, you fight adds drakonides, while nefarian is insensitive. The peculiarity of Phase 2 is the debuff, which touches each class in a certain way while managing the boss himself. Finally, Phase 3 will allow you to end the fight if easily to the end of the undead. Discover the Nefarian loot table.1. NefarianPhase 1st Mind Skills: Boss takes control of a random player. The player must be polymorphed immediately so that he does not carry out the raid. Shadow Feature: Regularly deals shadow damage. This cannot be avoided. Phase 2Chaining: Deals double damage and can hit multiple targets. Only MT needs to cash it out. Shadow Flame: A cone-shaped attack that affects players before Nefarian.Fouette-tail: Hits players behind the boss. Just avoid putting up here. A powerful roar: Fear of a zone that scares, for 4 seconds, all players within a 35 m radius around Nefarian.Shadow Sail: Debuff, which reduces caution by 75% for 6 seconds. It is the main tank to take over the Shadow Curtain, quickly removing it2. Nefarian Strategy First, know that scaled Cape Onyxii is essential for everyone. Other devices will be very useful, in addition to ordinary lovers of food, healing potions and mana, etc.2.1. Phase 1 (adds)If there is a Nefarian in the first phase, you cannot attack it until you destroy the many draconids that serve as its defense. Nefarian will surely annoy you with his dark qualities, fears and mental control that he will throw at some players, but you just have to deal with it... Think about transforming MC players, otherwise they can become very annoying. The additions take the form of draconoids that will appear in two different places. A bit like Chromaggus, drakonides can have 5 different colors, knowing that two colors will be allocated to you for a reset. The addition will appear from two doors, one to the north, the other to the south. Only one color drakonides appears every week for each door, so you can customize your groups accordingly after the first attempt, because it will not change anymore. Here are the specifics of different colors:Red: Resist the fire. Causes fire damage in the form of a cone and applies a cumulative dot. Blue: Frost resistant. Sucks mana and reduces attack speed. Green: Based on nature. Regularly stuns targets. Black: Resistant to shadow and fire. He caused a lot of direct fire damage. Bronze: Resistant to arcane. Reduces spell casting speed and attack speed. In addition to color drakonides, you will face chromatic drakonides. These are the stronger versions that will appear at each door, but with a slightly longer delay. Expect chromatic draconian to appear every 30 to 40 Kill the drakonides, split your rally into two balanced groups, which you can customize later, because the colors will be the same for the following tests. Chromatic draconids can be refueled a little apart, but you need to quickly down color draconides. Red/brown draconids can be AoE. Blue/Black is easier to kill if you use Hunters and direct damage. Green drakonides are easier to overcome. All reinforcements, potions and companies are welcome to increase everyone's performance. When you kill 42 drakonides, you enter phase 2.2.2. Phase 2 (Nefarian 100% to -22%)During this phase, you can attack Nefarian. Every 25 to 35 seconds, the latter will make calls to the class that will have a specific effect for each class. All players in the same class are concerned about the debuff and can't go through it. Log Class Calls: Drop totems to buffer Nefarian and deal damage in the raid. Destroy the furious totems as fast as possible. When it comes to shamans, they must spend as much mana as possible to have enough to assemble corrupt totems. Hunter: The durability of equipped remote weapons increases to zero immediately. So pack your weapons in your inventory and equip yourself with the smallest call, and then pass on your main weapon. Demonist: Summon hells that will attack the raid. Demos must be grouped together to make it easier for AoE infernals. Druid: Pass in the shape of a cat for 30 seconds. Warrior: Automatically switches to berserk mode and thus to the berserker's posture, which increases indebted damage. Healers must be attentive, and warriors must return to defensive posture after the end of the weakening. Mage: Players begin to polymorph their teammates into various animals, such as a worm or giraffe. Group between mage and move away from the rally during the call to increase the chances of transformation between you. Paladin: Paladins will launch the Benedction of Protection on nefarian, which will become insensitive for a few seconds. Nothing to do except wait for it to go. Priest: All direct care transforms the cumulative dot. During the conversation, throw shields and HoT.Voleur: They will be teleported and then rooted against the Nefarian, exploding it into his cleft and breath. In this case, the tank must rotate the boss so that the thieves are no longer in the area of action. If class calls form all salt in phase 2, you also need to focus on Nefarian DPS. The main tank will line up in front of the boss, with two tanks Page. Their goal is to recover aggro in case MT suffers fear. Be careful to dispel the Shadow Veil debuff, because a 75% reduction in poorly managed care can mean a quick wipe. The raid must also set you up so that it is out of fear. When Nefarian drops to 20% of his life, he moves to Phase 3. 2.3. Phase 3 (Nefarian - adds)Moving to Phase 3 can be difficult for mages and demonists. Below 25%, calling classes associated with these classes can be problematic, so don't hesitate to go back far enough so as not to affect the effect. The combination of Hunter or Paladin is easy to manage. Phase 3 involves defeating Nefarian while managing bone teams from draconians killed in Phase 1. They don't have many health points, but they hit hard. So you'll need AoE as soon as possible, possibly using tanks to prevent too much damage to tissue classes. A small protective wall and a screaming combo challenge will be welcome to recover as many undead as possible. If you have Paladins, they can put the Shield of Protection on The Magi/Demonists.Phase 2 tips remain in effect, such as not standing in front of the Nefarian and removing the Veil from the shadows quickly. Quickly.

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