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Elder scrolls online white gold tower guide

Welcome to the White-Gold Tower Dungeon Guide in both normal and veteran mode. The white-gold tower dungeons are located in the center of Cyrodiil, in the imperial city, as are the underworlds of the Imperial City Prison. This dungeon has 6 bosses: 4 major bosses, 2 mini bass meetings and a huge number of garbage packages. (Trashmob = enemies that can add to the hardship and vibrancy of the underworld/court) If you have more questions, you can also ask someone in our community to partner divisively about this White-Gold Tower Dungeon Guide! StoryConquered by Daedra, Molag Bal wants to take over imperial city and master it in Coldharbour. Help Sister Terran Arminius, mothpriest, and Clivia Tharn, the current Empress Regent, free the White Gold Tower of Molag Bal influence. Content:Sets3 different sets drop white gold tower, plus good monsters set endurance PvPRewardsDye: Magnus setting red defeat adjudicator, Elite Guard, planar inhibitor, and Molag Kena veteran White-Gold Tower.Dye: Tainted Turquoise Find and interact with all the talking stones in the White-Gold Tower.TrashmobsGrievous Twilights: They're mostly annoying as they teleport around. Spider Daedra & Spiderlings: Generic Trashmob.Banekin: Generic Trashmob.Xivkyn Bulwarks, Flagellants and Lacerators: The most important here is Bulwark and Lacerator. Keep the whole group away from Lacerator and kill him last, otherwise he will drop an AoE to heal on the ground, making it very difficult to kill the rest. Shriven Aristocrats and Noble: Generic Trashmob.Skeletal Killers and Foot Soldiers: Generic Trashmob.Dremora Churls, Ferylkyn, Morikyn and Sunderers: Generic Trashmob.Planemeld Rifts: It must be killed when your vision goes gray. As a rule, a simple light attack can destroy them, otherwise they spawn. Winged Twilights: They are accompanied by grievous twilights.Zombies: Generic Trashmob.Crematorial Guards: These Daedroth will spit out the fire, so the tank should face them from the group. Boss Map &; Treasure ChestsBosses, Heavy Bags and Treasure Chest Place. (click to enlarge) Ash 2 BossesBossHealthAddsThe Iron-Swathed Glutton1,071,763NoneThe Adjudicator2,952,161ZombiesThe Guards3,324,653NoneThe Scion of Wrath1,07 1,763Non Planar Inhibitor3,308,249Rifts with Dremora addsMolag Kena (Endboss)3,993,959Four protection & Storm AtronachBossesThe Iron-Swathed GluttonThis is a Mini Boss, waiting for you, Until you can get to the white-gold tower. It's a pretty harmless mini boss when you keep an eye on his most dangerous attack: Poison Pools: Spawn poisonous pools around him, it will kill you if you don't get out of these! Adjudicator Adjudicator is the first major boss you will encounter. It can be quite dangerous for the viability of party members if they do not know what they are doing. Imprisoned: The boss can any member of the party in an inflamed cage. If you do not have a doctor in your group, this can become a difficult situation as you have to get out of it so as not to die. You can appoint someone else to make a lock, but first they will need to find a cage. It is advisable, although if the doctor is imprisoned. Zombies: Over the fight, the boss will spawn zombies. They should be killed because the longer the fight continues, the more zombies will join the fight. If they were to attack a party member, it is advisable for them to get closer to the boss so that AoE can kill these zombies and not escape. Echoes of Hands: This is by far one of the more dangerous attacks. As a rule, she will focus on the first one, who will attack the boss with this attack, sending three powerful waves of hands that will return to her. The best option here is to block when it does it, because it will mitigate the damage. A little unsection also helps that not everyone reaches, because it will also stop any actions you do. Otherwise, the attack is a random member. You can also avoid this by managing to stay behind her! In addition, two burning fires will throw the fire into the room. Please don't stop at these. GuardsAfter Senior Scroll is released from its custody, Clivia Tharn asks her three guards to kill you because she no longer needs you. The best approach to this meeting is when the tank tries to stack all three of them, knowing when to get out. Micella Carlinus: We want to kill these three after another, going from the most annoying to the least annoying. Micella is a group tank and therefore a very dangerous enemy, can stun the tank and be able to drop the giant Dragonknight standard, as well as increase the DPS of other guards. Take it as soon as possible. Cordius Pontifio: This boss is a mixture of Nightblade and Dragonknight. It can cope with a lot of damage, so should be killed by careful monitoring of your health. Try to avoid standing by your standard. Otho Numida: This is a group doctor. If you find it difficult to kill the other two, it's probably because the doctor will heal the other guards. You can easily avoid this by interrupting it. Although he is a doctor, he is also dealing with a lot of fire damage. WrathThe Scion of Wrath Scion is a Mini Boss waiting for you before you can face another boss. It doesn't have much life, but can be very deadly for your group. If you are not a tank, do not attack first. It's going to kill you as a veteran! Also, as a tank, face this mini boss from the group! Fire Rain: If you break this mini boss, it will allow the fire to rain from the sky. So even if the tank can break it, they probably shouldn't, because Fire Rain deals pretty much damage to the whole group. Planar Inhibitor It Can Be Quite A Feat In because most people do not understand the mechanics of this struggle. Pinion: One of the most important mechanics in this game is Pinion. This will give any member of the group full control of Fire Atronach. Ideally, it would be a tank, so let's just activate the tank. Plane Meld Rifts: As you may have seen from the rooms before, these Rifts spawn Dremora to help planar inhibitors kill you. They need to be closed, otherwise they continue to spawn. Two members of the group will get to change their vision. The screen will turn gray and this is a hint. Even a mild attack closes them down pretty quickly. Stage Two: This boss has two phases. The first is a Planar inhibitor standing in place and will ignite a fire doT for those who have aggro, causing extensive fire damage. In the second stage, the tank now has a kite (to keep the aggro while keeping the distance due to running) the boss, otherwise he will soon die. It is more vulnerable to injury now, albeit moving slower, so focusing on this stage is a good idea. Do not approach the flames, otherwise you will die in seconds! Molag Kenais it's really a surprise that Clivia Tharn isn't the one we hoped she would be? It turns out she is Molag Kena, the powerful General Molag Bal.She is quite a sophisticated boss and there is a lot of mechanics that can make or break the fight, especially hardmode.Right from the beginning, she will try to prevent you from attacking her by throwing you to the ground, lightning the outside ring on fire and inviting lightning aspects. Make sure not to step into the fire, otherwise you are immediately dead! Whatever you do, make sure you always keep a safe distance from the fire, because this fight has a lot of knockback abilities. Lightning aspects: At first you can see four lightning aspects that protect it from any attacks. That is why, in order to attack it, you must first kill these aspects. There are two things though, of which you should know. The first is that when they die, they will explode and most likely kill everyone who stands in the radius of their explosion. Secondly, every time Molag Kena spawns them 60% and 30% of the boss's health, they will be stunned by all the landing. Shield: In the shield phase, which is 60% and 30% of its health, it is not compromised for all attacks. You have to reduce the lightning aspects, but this is not the only obstacle. Periodically it will throw everyone to the ground, push you further and further every time until you hit the firewall. This means that you can't keep killing aspects forever. In addition, it emits waves that you can avoid by stepping between them, otherwise they will make you a top and do quite a lot of damage. Lightning: In order to distract you from your task, it will summon two types of lightning: random sparks and lightning walls. This wall will always start from center, so try to position it in the center as well. This will make it easier to move with it and allow DPS to put your AoE. The furthest you are far from the center, the faster the wall will move! The lightning wall will hurt, especially if you do not have a doctor or self-cure. You can avoid most of the damage to dodge rolling through it or walking with it. Otherwise it will leave a very offensive dot (damage over time) for you. Windtoss: Charging a powerful cone attack, Molag Kena tries to throw everyone as far away from her as possible with strong windtoss. If the tank is not fast enough, it will follow them through the room, making it more difficult to lay it out. The tank should face it away from the group, otherwise everyone gets tossed back and stunned. Storm Atronach: At random intervals, it spawned one storm atronach. He will target the random player, walk up to him, zap him and on arrival will stun that player and kill all his explosive radius. DPS should focus immediately on atronach! Run: Approximately 20% of boss health, Molag Kena tries to kill you under any circumstances. Now it will summon two lightning walls, which makes it quite difficult to avoid or even dodge roll over. Hardmode Molag KenaLightning Wall: Lightning Wall is now moving much faster! It will also continue all other attacks, which could be considered an MTF check. SkippingThere is only one real miss at the very beginning. To explain this, there will be some pictures. During the first flight of the stairs you have to walk them, sneak and pass on the wall, Until you reach the first Mini Boss.Video Gameplay1st Boss: Iron-Swathed Glutton - 2:292nd Boss: Adjudicator - 2:583rd Boss: Clivia's Guards - 6:524th Boss: Wro Scionth - 12:255th Boss: Planar Inhibitor - 12:56Endboss: Molag Kena - 16:52 Related Topics.Magicika DPS Kits Stamina DPS Kits Beginner Tanking GuideESO Item Sets Undaunted Beginner Guide Animation Cancellation Beginners Guide Guide

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