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Tera labyrinth of terror killian guide

Elleon gave you important information on how to enter Thulsa's Stronghold, the Ebon Tower. Elleon's manner required a special keystone: a gem of Killian, the god of terror. Elleon and Jelena accompanied you to the Labyrinth of Terror, where Elleon intercepted an explosion of magic that was meant for you - perhaps at the expense of his life....- it looks like we will fight side by side again. Thulsa and Killian awoke Kelsaik, but you prevented them from taking full control. Kelsaik should be near Thulsa ... That's worrisome, but it gives us a chance. Jelena and I know where Thulsa is: Vale of Spires, Lorcada. I'll see you at the blacksmith's workshop. ElleonElleonY long time not see. . Thulsa, Killian and now Kelsaik. We have a knack for attracting powerful enemies, don't we? Ever heard of an old stronghold called the Ebon Tower? Well, Thulsa is here. ... Maybe Kelsaik, too. But Thulsa only had one visitor. Guess who? ElleonExactly! We need the gem of Killian's staff, or we can't get into the Ebon Tower, and it won't break my heart to get the jewel of Killian's body. So Killian first, then. He's in the Labyrinth of Terror. I'll be your guide. ElleonWe just broke the seal and Jelena went in first. Let's go! JelenaI can't let Elleon die. I just can't! I know Elleon would want me to leave him and go with you, but he's not in a position to argue. I feel terrible, though... JelenaI knows you do. I'm back in Habere, and I want all the details. So go kill a god already! Staff at KillianYou have the gem you find in the Ebon Tower.JelenaIf you live, then... Yes! Yes! Yes! Elleon, what's going on? Alive, but hanging from a wire. Still, he's Elleon, right? That should count for something. Elleon and I are out of the rotation for now. Give us the best to Kelsaik, will you? Labyrinth of Terror is a 5-person dungeon. Use Vanguard Requests [] or Instance Matching to find a party. Go back to Habere and speak to Jelena.Page 2 Provides quests used in comments (0) ID name level location rate reward ID name level reward Load data of server ID Name Level Location Reward Location Reward Reward Loading data from server #1 oOArtofWarOo11/20/2015, 21:10 Greetings all, I had this quest around level 58, but unable to use Instant Match because my equipment levels or whatever did not meet the minimum requirement. And when I level up to 59 (able to equip my avatar weapon), and big, Labyrinth or Terror Dungeon is no longer showing up in Instant Match – Today, I level up to 60, and got some good weapon, and armor. So then I decided to go solo. I if more than an hour in this dungeon and finally meet * Killian, God of Chaos? Wow! This boss is so powerful! When he used his ult attack, the boss killed me in one hit or something. :(It's hard to go solo, and it's also hard to find enough 5 5 for this dungeon. So right now, any knows how can I get this search done, or generous and would like to offer an assistant? I really appreciated it! Have a good day everyone!. #2 LittlePinkEli11/20/2015, 21:54 Go solo. Kill the two pairs of spiders on the top floor, go downstairs. Kill only one of the 3 minibosses, do not go for all 3, no use. Fight your way through the rooms and keep an eye out for a single non-hostile crowd, yellow dot on your radar. Kill that one, and it opens a shortcut to skip half the dungeon and go straight to the last boss. When you enter the room with Killian, you use Potion or Will, and choose one side of the room, either left wall, or right. Stand next to the wall until you see one jester, kill him. Turn on the boss and stay close to that wall. IMPORTANT - never go to the middle of the room. If the boss goes to the middle, don't go after him. Stay close to the wall until it comes back. Kill the jester again when he pops (they respawn). Do this until the boss is dead. #3 oOArtofWarOo11/21/2015, 22:19 Quote: LittlePinkEli on 11/20/2015, 20:54 - viewGo in solo. Kill the two pairs of spiders on the top floor, go downstairs. Kill only one of the 3 minibosses, do not go for all 3, no use. Fight your way through the rooms and keep an eye out for a single non-hostile crowd, yellow dot on your radar. Kill that one, and it opens a shortcut to skip half the dungeon and go straight to the last boss. When you enter the room with Killian, you use Potion or Will, and choose one side of the room, either left wall, or right. Stand next to the wall until you see one jester, kill him. Turn on the boss and stay close to that wall. IMPORTANT - never go to the middle of the room. If the boss goes to the middle, don't go after him. Stay close to the wall until it comes back. Kill the jester again when he pops (they respawn). Do this until the boss is dead. Thank you so much for the guide! Dungeon Overview By TERA EU Official While questing across the lands of TERA, the game's twisting and turning storyline will take you to some truly wonderdrous locales, some of which have a radiant alien delicacy, others have a rugged beauty of their own. Occasionally you are sent to some of the most dangerous areas in the game to complete important quests, these areas are the damp dark dungeons. In these dungeons are the most aggressive and brutal monsters hidden. Gather your friends, grab your weapons, and build a team to fight the most evil creatures in TERA. It will be your job to end their reign of terror! in: God mobs, Male NPCs, Dungeon Boss (classification) mobs Edit Comments Share Killian Title God of Chaos Gender Male Race God Reaction Hostile Classification Dungeon Boss Status Deceased of Chaos[] Killian is the God of Chaos (as seen in Labyrinth of Terror), but is also known as the God of Fear or Terror. Hij is de zoon van Saleron - een van de originele originele He disguises himself as a child and shares his body with his late half-sister Icaruna. He is affiliated with Thulsa and Akasha, and is partly responsible for the awakening and corruption of Sikander in Kelsaik. Divine war[edit | edit source] In the aftermath of the Divine War, Killian was supposedly responsible for the capture of his father Saleron in the Crypt of the Damned. Later he built Jester's Villa to keep an eye on his father so he wouldn't be able to escape and rain on his parade. However, this version of events is problematic, as an NPC claims that it was the other gods who captured Saleron – and made his children look like they did – after he lost the Divine War. Beast of Destruction [edit | edit source] Killian manipulated the priests of the Mekonari and Sikandari into awakening Sikander as Kelsaik. Unfortunately, his and Thulsa's plans were thwarted by Isrenia, who undermined their ritual. As a result, Kelsaik turned out to be an uncontrollable beast rather than an obedient servant. Danger in Kaiator[edit | edit source] After the weapon kelsaik had not purchased, Killian sought the help of his father Saleron. He demanded that his father give him a relic that would tame the beast. Saleron initially tried to deny having such a relic, but seeing that Killian would not leave without it, he shattered the relic into four pieces. Killian was able to catch a piece before they spread. Even though they need all four fragments, Killian doesn't go after any of them. This is probably because Icaruna convinced him that since Saleron is likely to help Valkyon Federation forces in their quest to obtain the relic, someone would eventually come to them with the three remaining fragments. This happens, but before Killian is able to unfed the fragments from Player Character, he is summoned to the Divine Oven by Thulsa, who prefers to render the relic useless by obstructing Muhrak's task of putting the relic back together. Labyrinth of Terror[edit | edit source] Killian was killed in the Labyrinth of Terror by Valkyon Federation troops who needed the jewel of his personnel to gain access to Thulsa's citadel, the Ebon Tower. Icaruna probably dies with him. Community content is available under CC-BY-SA, unless otherwise stated. in: Lorcada (Quests), Story quests, Level 58 quests Edit Comments Share Lorcada (Quests) Story quests Level 58 quests Community content is available under CC-BY-SA unless otherwise stated. This guide is related to the normal and hard mode of Labyrinth or Terror. (If you prefer to see a guide, you'll see a video guide at the bottom.) Potion of Will: For the fourth and fifth boss Using a Potion or Will is advised so you are not feared and run around in hysterics. Therefore, bring at least two of these per player. They take ten minutes, so it may be necessary to use more than one during the depending on the damage output. (If you don't have these, buy them from the broker. Now for the bosses in the case Labyrinth of Terror: 1st BOSS (Arzakaar): When the message Azakaar will unleash ranged explosive attack. Get closer to it appears on your screen, make sure to do this, and quickly! Otherwise, you're going to be a shot in the ass. He will start this attack if he is low on health (below 30% or something). To make sure you manage to get close enough to him before he unleashes the attack, try not to stray too far from him during the fight. And since it's hard to quantify close enough right now, hug him. 2nd BOSS (Halvaroggh): Tank & Sp; Spank with some additions 3rd BOSS (Drakiirath): Tank & Sp; Spank 4th BOSS (Aleister): Tank & Sp; Spank with some adds. Normal mode: When the adds spawn, Aleister withdraws from battle until they are dead. Hard mode: Aleister will keep fighting when it adds spawn. 5th BOSS (Killian): Two things: APESHIT: First - the giant chained to the wall will occasionally walk a wide path through the room with fire. If you are caught by this you will probably die in normal mode and definitely die in hard mode. This event is announced with the message Attack, you ape! appearing in the middle of your screen. – Normal mode: The fire attack will always be easily directed, through the middle of the room. So fill up the boss on the left or right. – Hard mode: The attack is aimed at killian's position. So alternately refueling Killian on the left and right sides of the room, changing when the attack is announced. ADDS: On each side of the room there is a jester mob that respawns after some time when killed and that occasionally calls out a group of henchmen who try to stab you in the ass. Both the jester and the henchmen are pretty weak. It has been said that when these henchmen reach Killian on hard mode, Killian receives a stacking fanatic. I'm not sure if this is true, but you might want to watch out for this. Video guide from Meoni (normal mode): That would be all for this dungeon – gl & Sp; hf! Hf!