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Tower of orthanc fire and ice challenge

Note, this tutorial is a work in progress because we down the wing more I will add details / screenshots / videos. Also note that trash is different in T1 and T2, mobs are the same but in T2 they get additional skills Wing 1- Lightning-Kalbak T1 Recommended Group- 2 tanks (warden with traited challenge challenge as well), 2 healers, 1 burg, 1 lm, 2 captains, 4 dps (2 rks will be my personal hobby) Trash- trolls (160k spirit), Taskmasters (spirit 84k, other buff mobs, adapted), deep claws (33k spirit). NB, one of the mobs drops green healing circles, I personally think it's trolls but some say it's taskmaster so who knows Pull 1- Including 2 trolls, a taskmaster and 3 deep claws. There is a tank pulling the claws deep to the entrance and there are groups burning them. There you cc perma-stun 2 trolls. The other tank and a captain take the taskmaster to the back of the room (so it doesn't buff deep claws). Once the claws are deep down, burn the taskmaster then take the trolls for a while, turning them to the group not getting pond damage. If any mobs you are trying to kill are in green healing circles, there are tanks moving them. Pull 2- 1 troll so there is a cc layer that keeps it stunned. We have 3 taskmasters and 3 deep claws. Make sure everyone is inside before pulling since a gate can lock people out. Someone made a descent on the left mobs to trap 2 taskmasters and 2 deep claws (one taskmaster wanders to time is the key here). The group walked towards the right hand side of the room and burned deep claws there (shield) and then the taskmaster. Before you get the taskmaster down the root will break, there is a cc stun one taskmaster rooted and there is another kite captain. 2 deep claws from the right will join the fight to have a tank ready to pick them up and after you've killed the taskmaster first burn deep claws quickly. By this time the stunned taskmaster should be lost so there is a tank picking him up and burning him. Once he is down the captain stops kiting, you kill his taskmaster and eventually burn the troll. Pull 3- 2 trolls that again need to be stunned. This fight seems to be very busy so you need to be more careful with the pond then in the other rooms (particularly tank pond taunts as they broke a lot of stuns that I did). You have a taskmaster in the center with 2 roamers and a deep claw to the left and 2 deep claws on the right. Waiting for one of the roaming taskmasters is next to the office workmaster and uproots two of them. A tank and a cappy go to the right and pick up 2 deep claws, the rest of the group go left and burn Deep swiipe then taskmaster. Similar to the final pull, when the stumps break, there is a kite captain one taskmasters and the other stunned. Burning deep right claws at that point the stunned taskmaster should break loose to have a tank grab him. Kill this. Go. Then the taskmaster captain then ignites the trolls one at a time. Note- This room seems to have a ton of healing circles, so you'll need to move mobs around a fair bit. T1- The first thing to keep in mind about this fight is that Rino's No. 1 Raid Rule is in effect, means you hug our skull troll tank in the right rear corner (from the entrance) with 2 tanks in front of the boss and everyone else heading up behind the troll but not too close to him (other wise squishies seem dead) Have your MT tank him all the time with off-tank doing mockery force quite often to help reduce mt static shock debuff. He will summon a light at different times and he will kill it by shouting The Come Storms at this point it distributes the damage to those close to it , that's why you have to hug the skull, if it catches you alone, you will die. As the fight continues, he performs a lightning chain attack, there is shocking text, the person called out should immediately flee the group, if they are &fast enough, the lightning chain does not spread to anyone and it breaks immediately. Keep this up, minstrel should drop the heart scholarship at about 130k, and at 70k captain used in harm's way and last stand and we nuke troll down (don't worry about the chains at the moment) Wing 1- Lightning-Kalbak T2 Recommended Group- 2 tanks (boss seems to work better with 2 guards but the warden's ambush on the trash is so nice pros and cons), 2 captains (vows right), 2 minelstr, 3 cc layers (2 burgs / 1 lm are preferred, burgs can turn around after trash to different layers if needed.burg with heritage range puzzle is very handy) 3 dps (pref 1 of these orwarden or champ for mini digging task) The trash difference between T1 and T2- 3 main differences highlights. The first is that trolls will escape any cc they currently follow every 90 seconds and start making cavernous ponds in. Secondly, taskmasters will summon 3 digging at least 8k that would otherwise swarm the healers so specify a champ/warden to the aggro and keep them of the healer. These diggers will die in 30 seconds so there is no need to be killed. Finally, the Task-master can drop healing circles, move the mob you're dpsing away from them) Pull 1-Pretty simple, 1 tank will increase 3 haulers, 2 cc layers will keep one perma trolls stunned (leaves and skull), other tanks take task-master (cross the sword). The task-master will be burned first (so oathbreaker it), then nuke 3 haulers. Start dpsing down one of the trolls (there are squishies moving away from trolls before breaking cc since they tend to do big ponds once stunned broken, oathbreaker it), at this point trolls will do caves so there are minstrels using pond cure and dps keep hitting trolls that will have captain healing marks on them, using mental pots if & When trolls come out of the cave-in re-stun troll you're not dpsing (need to wait a few seconds after it stops the cave in because it will be immune). End up killing the troll and then killing the troll in the end (again getting squishies to come back before the stunned break). Pull this trickier 2-Bit, it's a small room so need a bit of luck with healing circles. There is a cc perma mez troll (leaves). There are other cc layers that stun the star and earn cross taskmaster (if there are burgs with heritage range puzzles they can stun a fraction before you pull since puzzle burgs are the only form of cc that won't cause the mobs to pull). There is a tank that receives green spears and purple arrow trailers on the right side of the room. The other tanks will receive the shield hauler and the half moon taskmaster, nuke the shield quickly then fully dps over the half moon (oathbreaker it). This tank will then pick up the star (nuke it and oathbreaker it) and the cross sword (when it wakes up). At this point should be cave-in, the pond heals again while killing 2 haulers and re-stun the troll once the cave is in the end. Kill the last troll (get squishies to come back before waking up) Pull 3-Very hard to pull this. A tank will once again receive green spears and purple arrow trailers on the right. The other tanks will receive the shield hauler and pass the sword task-master. When the sword-master mission cross reaches the back of the room there are minstrels using the aid's song so the captain can use the crying set for extra dps. There are 2 layers of CC stun star and half moon taskmasters (again if they have legacy puzzles that can stun a fraction before the scissors are done), minstrel pop calls to greatness on the LM who will stun leaf trolls while a minstrel scores the skull to spend time on the LM's blind flash to come out cooldown who will stun troll skulls as soon as possible From this point on, the LM will focus on the leaf-stunned perma and one of the other layers that stuns the mission masters who will stun the skull. While this is happening nuke the shield as soon as possible and then pass the sword (oathbreaker it). As soon as this is down the tank will receive the star (nuke it using the oathbreaker) and half the moon. The goal is to get all 3 mission-master balance time trolls start making caves in with very minimal death (hopefully none). If this is the case there are fellowships-heart pop minstrels and captains in the damaging way/the last stand to survive in the cave while dpsing the haulers. Re-stun trolls when the cave is in the end. Dps down 2 haulers then take trolls one at a time (squishes back when waking them up from stuns), the job done. Save if you get to cave first in and either a) the mission-master doesn't come down or b) you have a few deaths, don't waste heart scholarships and in harm's way/stand last because it's almost certainly a mop anyway. Boss Challenge- Kill the boss with electrolymification floor. The floor plate will light up every time you damage 10% of his spirit so by the time he hits 10% health everything is lit. The floor panels that light up are always the one trolls are currently standing in and a random (the edge of the room will light up first, the center 4 panels will light up eventually assumptions trolls don't stand there ofc). Now into tactics. Before you pull make sure you have your LM put stun on both tanks and keep it up for the duration of the fight. As soon as the troll is pulled the LM will also need to completely debuff him. There are tanks going in and picking him up and moving him so he is on the edge of one of the floor panels facing the wall. This way the dps can stand on the adjacent tile and dps him and it will not get electrolymized (see video for location). Once in this position the troll will stay in this position for the majority of the fight and should only be moved if the dps panel is standing on being electrolymized. Like the T1, tanks will build static shock every time they get hit, once there are static shock hits 6 other tanks should take over. If the static shock tanks are up to 8 they will start moving away from the troll because if there is static shock hits 10 within the range of the DPS group most of them will die. The Guardian can also use the pledge if it is too high to reduce the value. Tanks will continue to switch and move away if necessary for the entire war. Keeping him in this position will result in just the tanks being in the electrolymification table but don't worry minstrels so there's no worry out healing it. Because everyone is close together elhudan damage distribution will hit everyone and therefore it can be mostly ignored (tho minstrels will need to heal their team up after it explodes). Just below the mental threshold 1.1 million trolls will start doing shocks to a random player and these will continue until the troll is down. Just like T1 they have to flee the group. It is easiest to specify someone to call out the shocks and to specify one of the running captains with the shocked person (this gives the person more time to leave the group). Had DPS gone steadily and provocative spam burgs until the boss hits about 450k, at this point DPS will start burning him. At 200k minutes will turn on the heart scholarship, captain in how damaging /final stand to prepare for the last floor plate getting electrolyfied since for the last part of the fight everyone will have electric dots. From now on, it's a full nuclear weapon, so everyone has everyone going full dps with both captains using oathbreakers one after another and burning him as soon as possible. If the Guardian still has a commitment they should use it now to help those who heal a little. Hopefully trolls should be down before the heart scholarship and the last stand wears off. If yes, then congratulate and cross your fingers for some good loot Wing 2- 2- And Ice-Crisiant and Usgarren Recommended Group- 2 healers (minstrel is nice cd of eliminating their corruption in line with the cycle of corrupt bosses, explained in the boss section), 2 tanks, 2 captains.1 burg, 1 lm, 4 DPS (pref 1 of them are traited so that they can permanently stun such a target either an extra burg/lm or a traited god hunter) Trash-trolls (160k spirit, Adapted buffs), ruffians (84k spirits, other buff mobs), warriors (60k spiritual, adapatation buffs, hand out pond diseases to sick pots are a must! NB not sure about some of those statistics, thb I forgot to write them down will update in the near future) Drag 1- we have 4 ruffians, a station station in the middle, a station station on the left, roamer on the left roamer in the middle and 2 trolls. Start by waiting for 2 trolls to get close to the ruffian in the center then root them all together. You have cc perma-stun 2 roaming ruffians, and everyone goes left and burns the ruffian there. At this point breaking root, there is a tank picking up 2 trolls and kite them, pulling the untuned ruffian into the group and nuke him. We then find a place to take trolls so they don't have leadership buffs, and nuke them down (heal big on tanks since he has 2 trolls and take a huge amount of damage). Nuke one perma ruffians-stunned down, then the other. Note- trolls do aoe ahead, so anyone with aggro needs to turn them off the group and make sure they never run trolls through groups, this happened last week when I was on minstrel and I got a shotted twice because of this, so don't run them through groups ever. We have 5 warriors, 2 on the left, 3 on the right, and 3 ruffians in the center, 2 wandering up and down. Wait until the ruffian roamers are close and the perma stunned 3 of them. Make sure that the evryone is inside since the port closes and locks everyone out. One tank picks up 2 warriors and on the left, the other picks up 3 on the right. We burned 3 warriors from the first right, followed by 2 on the left. Note warriors give nasty diseases (similar to those of lvar) under which you have 6s to eliminate your disease do a stunned pond. So pay attention to your illness and pot them as soon as possible otherwise you can stun the whole raid and cause a wipe. If you have pot on cooldown then run out of group as soon as possible, that way only you will get stunned (useful if lm keeps stun on tanks and healers). Once the Warriors are down, burning ruffians one at a time Pulling 3- Slightly tricky this, we have 3 ruffians (2 wandering back and out near a center). Have 3 cc layers of your perma stunned this (not this if you root 2 of ruffians close together lm then can keep stunned 2 perma if you're short on cc). Make sure that the evryone is inside since the port closes and locks everyone out. Yes Yes Yes Tank get 2 warriors on the right side of the room and take them to the right entrance while dps burn the warriors on the left (pass the sword). A tank picks up the leaf troll and tanks him in the corner of the entrance to the left making sure the troll is facing the wall so that we don't get the pond while a kite captain trolls the skull. Once the warriors are down the captain brings the troll to the right entrance corner, a tank takes over aggro and keeps him facing the right wall while the rest of the group stands in the middle of 2 trolls and burns one down then the other. Once they have died burn ruffians one by one. T1- The bosses fighting for this include 2 giants. One is a frost giant who gives -100% fire mitigations and the other is a fire giant who gives -100% off the frost. We solve this by working on scholarships, so try to divide the dps between the two scholarships as evenly as possible. One scholarship goes to the right wall and deals with the fire giant, another goes to the wall on the left and deals with the frost giant. However, with this new update being changed, a fellowship needs to move their giant to the entrance corner as now if they are near but on the other side of the room they will throw ice/fire to other scholarships without unpleasant damage. Regardless of what the colossal scholarship you are assigned to the tactic is the same. The first thing to note is that everyone needs to regroup closely behind him, if you go too far, he begins to carry out an attack that causes you to fly in the air towards him, so stay close to him. The giant will periodically summon a grim of the same relationship as himself (e.g. giant frosts summon grim frosts). Its summoning grims number is the same as the number of people who are in the giant front 180, so make sure that only the tank in front of him at all times, not doing so causes more than 1 grim to lay eggs that can easily lead to you being overrun and wiped. It is important to burn these as soon as possible when they arrive otherwise you risk passing the run, so everyone baring the tank and the captain (who stays on the boss) should burn grim. These grims are mentally 30k but after a while will start absorbing damage, to break this state simply cc them and they stop absorption. Giants will over time achieve corruption, we need to eliminate them as soon as possible otherwise it will allow the giant to do a powerful attack (the power attack is a huge knockback) Corruption of the late 10s so we do not have much time to remove it, so we leave the captain on the boss all the time to use of endlid to remove it. However, this will not be enough, because he has double corruption, so as soon as you remove the first person he achieves another, so have the captain call it out so that others in the group can eliminate it. (Note: Having done this on my minstrel now I can say that once he His first set of corruption then they appear exactly every minute. As such it is an idea to have minstrel eliminate one of corruption using improved Cry Of the Valar (easiest using target forwarding skills) which quite handily has a 1 minute CD, so when the CD expires corruption should be re-emerged and minstrel can use it again to eliminate one of the corruption Leave the captain to remove the .) Other) Finally, he can bubble and gain 150k worth of temporary spirits for 30s (its appearance is like minstrel bubbles, he has a green bubble around him—which can be seen in the video below at 1:43). I heard rumors that it would be burst immediately otherwise something nasty happened but rewatching my video we didn't burst it several times and nothing bad happened, so maybe bubbles made more sense on T2 -.- T2- T2 CH- Beat the Giants when they're on the weakest wing 3- Acid-lorweth suggested group-2 healers , 2 tanks, 2 captains, 1 burg, 1 lm, 4 DPS Trash- Instructions made by Rucagorn 1st Pull - 2 Wargs (bloodlust and adaptation) ~ 166000 HP 4 Orc (adapted) ~ 83000 HP Waves of 4 Slugs ~ 7600 HP How to work scissors: -& Root -& Assign 1st tank to tank & kite if needed the wargs while you deal with Orcs -& Tank & Burn orc very fast (stun as many can at begin so the damage don't be to high) After Orc kill Wargs -& Slugs will be coming during fight & Assign 1st tank to tank & kite if needed the wargs while you deal with orcs -& Tank & Tank & Burn orc very fast (stun as many can at begin so the damage don't be to high) -& After Orc kill Wargs -& Slugs will be coming during fight , as soon as everyone runs AROUND... While the DPS range kills them as soon as possible... Don't stay iddle!! Slugs will explode! (Don't want your face full of mucus to be you? Yargggg O_O) (Heard that they come from 4 corners in the room & every 60 seconds but can not guarantee that) 2 Pull - 3 Wargs (bloodlust and adaptation) ~ 166000 HP 3 Orc (adaptation) ~ 83000 HP Waves of 4 Slugs ~ 7600 HP Quite similar but 1 less Orc and 1 Warg than, thb I think is prob easier ... Just assign a captain to the kite with the noble 3rd brand warg T1- It starts as a simple tank and spank so have your MT grab him and turn him in while everyone else dps from behind. Periodically he summons 6 adds (The cue for this is writing My Friends. Come and destroy this pest) including 2 Dragonets (10k spirit), 2 Avancs (14k spirit) and 2 trolls (33k spirit). When he summons them, he stops attacking so that the tank can leave him alone and help get more. The order I listed them was the order in which we burned them. The trolls Pretty annoying so its best to have a stun and have another kite captain (if you have 2 cc class then you can stun both). When we get to the point of dpsing trolls just kill one of them and leave the other stunned. They usually have buffs (especially if you use kiting methods). Once buff trolls stack around 3-4 they are pretty much immune to damage but buffs can be removed via any form of CC. Once the first troll is killed leave the second troll stunned as you will Get text to let the acid rise and devour you. At this point you need to run around and constantly jump otherwise you get hit for 5-6k acid damage per second you are standing still and not jumping. The main tank needs to make sure he runs and jumps around the boss because as soon as the acid comes down the boss reactivated and you need to pick him up as soon as possible otherwise he can do a lot of damage. Wait for the acid to go and then kill the troll before returning to dpsing the boss. Rinse and repeat for the whole fight. Also note that he gives the disease that needs to be eliminated within 6s (im not sure what the effects of these are but I believe they are similar to the fears in the Dorchest that if not removed are spread to other nearby members of the raid when it expires) so there are disease pots on the .) T2- T2 CH- Kill all adds up before the acid rises, do not let anyone get hit by the acid spray water circuit. Last Edited by Rinoanor on 2012/06/10 13:06; edit total _____ Rinoanox ~105 CPT - Rinoanor ~ 100 HNT (R9 - Retired) - Saelene ~ 85 BRG - Valorond ~ 75 MNS - Grimalvo ~ 85 WRD WRD

