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Sanctum ophidia eso

Welcome to the Sanctum Ophidia Test Guide. Sanctum Ophidia is a beautiful old Nedic Temple.Raid: 2 Tanks (1 Main, 1 Off Tank), 2 Healers, 8 DDsTable of ContentsLocation of Sanctum OphidiaSanctum Ophidia can be found in Craglorn.Defensive ChampionpointsBe sure to check out my article, which talks about to optimize damage mitigation in studies through red champion points. Red Champion Points can mitigate damage by a huge margin, so make sure you have the right set-up! In the process you will have to deal with a lot of poison damage and also very friendly Overchargers will guide you through Sanctum Ophidia. There will be quite a handful of groups add to deal with. So as a raider you should announce the following for this process for your group: 1. Always kill the first overchargers in add groups. 2. If you have a poison circle under you, then you can infect other people with it. First AddsAke make sure your group is ready, buff the food and skills checked and enter Sanctum. As soon as you enter, you will start the timer for the leaderboard score. There is a very small and weak group add right at the beginning, but don't get calm in a false sense of security! Follow the stone pad around the cliff and jump into the boss room and you have to deal with the first real group add. You can remove the first mini boss in the middle on the platform. Then you have to activate the two bowls of fire apart from it. Once they are activated huge groups add will spawn and run into the room from three different entrances. Your group should stay in the middle, all together, but not standing on each other because of splash damage. DKs and tanks can shoot added towards your group. Use your AoE skills to burn these add waves down. Focus Archers and Scaled Conjure Court Add First. When all the court conjurers are dead, a new addwave will appear. Before removing the last wave add, the first boss, Possessed Mantikora will spawn. Make sure you have enough space between your group and him so you don't accidentally shoot. Also, beware of your pet from Your Sorc DDs, if they are too close to Mantikora, your pet will automatically start fighting with it. First Boss - Possessed Mantikora [HP: 39 Mio.] Sanctum Opridia 173761 Score 19:29min by Hodor - All heads HomesteadThe Mantikora is a beast and has some very painful mechanics and is not easy for new groups. But don't give up, with the following tips and tricks you should manage to kill him! Tank and Off-Tank must be able to change roles at any time, I'll explain under the boss mechanics why. For Tank it is very important to Mantikora with the girl away from the rest of the group. The best position to tank this huge beast is in the middle of the room, facing Mantikora towards where he gave birth. So your group can have the rest of the space to move if necessary. The rest of the group is gathering behind Mantikora. A Healer & Two Damage Dealers should stay a little further from the group, more about that in poison Shardboss mechanics explanation.. Boss MechanicsPopcorn CirclesThree red circles (one after another) will be put on random players of Mantikora. Before he throws this popcorn, he'll talk something and throw his staff to heaven. Players who receive popcorn will see because their char will shine very green light before it and a red circle will appear slowly under the player. The circle will stun you shortly and then you'll be blown up by it, which is why we call it popcorn. You must dodge the roll from the first circle as soon as possible. It is important to dodge your roll towards the back of the room and away from the other players. You can then go to the back of the room and from the other two circles that spawn after the first and always in your direction. Advanced tip: If you know your boss's animation before you start with popcorn, you can already start going back before red circles appear, so you don't have to dodge the first popcorn. Before the third popcorn explodes, you can dodgeroll before to get faster back to the boss. If you avoid going through it, you won't get hit. After the second round of the tournament, Mantikora will do a huge injury AoE. If possible, block it. Your healers must heal everyone 100% after this, because players will receive bleeding damage that goes off only when live hits 100%. Your tank can announce this AoE, because it is closest to Mantikora and can see its animations. Black holesThe black hole that appears randomly on any player in the group will carry you into a sideboss. You have 100 seconds to kill this sideboss. If you are unable to kill him, Mantikora will be angry and your group will be deleted. Usually you should have a tank/off tank in the hole along with 3 DDs/2 DDs and a healer. If your offtank can outheal himself down there, then bring 3 DDs, kill faster. As soon as the black hole spawns, the player who fell into it must announce his role (DD, Heal, Tank). Three other matching players then go into it so that the four members can deal with sideboss. Beware of the front split of sideboss, it is an onehit for all non-Tanks.If the main tank gets the black hole under it, it is important, that The Off Tank is ready to tank Mantikora until the maintank is back. The group has to stay behind Mantikora all the time because of him split. Advanced tip: When DPS is over the top, you can skip the black hole and just nuke Mantikora away before the will he'll even spawn the first black hole! Poison Shard CirclesManikora will drop huge red circles with a green shard in it, dealing with a large amount of poison damage. You're the one who's going to be the one who to stay away from them! This poisonous circle will fall on the players, staying the farthest from Mantikora. Therefore, at least 3 players must stay away from the group, because otherwise these circles will spawn too close to Mantikora and your group cannot do any more melee damage or the tank must move with Mantikora to another place. I do not recommend having 2 varied DDs and 1 Healer as Momeli, who sit outside the group for poison spears. You have to block when you circle lands, because otherwise you will get stun and slow down and you will most likely die. You have to move out of it as soon as the shard has landed, just get out of it as soon as possible. DDs & Remote Healer must place poisonous circles as far away from the group as possible. The circles will be put by them in a circle behind the chief's room. So they start from the left side and then start to move to the right as in the picture, always behind the rest of the group. Just make sure you're still able to hit the boss. The 3 people who are spear baits can stack in a group at first. Spears will only fall after the black hole appears. Bridge AddsOnce you managed to kill Mantikora, you can leave the boss room and take a walk to a large hall with a bridge in the middle. The first add group is waiting for you before the bridge. All following garbage groups will have Overchargers, Rockhear Trolls, Warpriests and smaller mobs in it. The main tank must mock the Trolls and the Warpriest, while the Off Tank has to do with archers and overchargers. It is very important to kill the Overchargers first because they will put a huge circle of lightning on two random players who do a ton of damage. Be sure to have a shield like Hamash Magicka ready to activate. Players with lightning must move easily from the group due to splash damage. Overchargers will also do some lightning damage, small circles on the field that will follow a player, be sure to stay away from them and move away from the group, otherwise you will bring the circles into the group (splash damage!). Trolls will throw an AoE poison on the main tank, so be sure to stay away from it, because if you're to hang up on it, poison damage will infect you and all the players near you. If you are infected with poison damage, your char will have a green aura and you have a red circle under you. It is important to stay away from other players to not infect another player, because this poison injury does a lot of hell damage. Along with other damages received from Overchargers or mobs, this can cause you a group delete. Two overloads will appear on the bridge. They will spawn on the right and left side, the right side will spawn first. If possible, kill him as soon as possible before Hit its lightning circles on two players. If you are you are with the first, move on to the next Overcharger. Beware of the holes in the attic! The main tank must mock the trolls who come and stay away from the rest of the group. As soon as your group kills the Overchargers, your main tank can bring the trolls back to them. Second Boss - Stonebreaker Troll [HP: 28 Mio.] Sanctum Ophidia 173761 Score 19:29min by Hodor - All Homestead Bosses This boss is, compared to what you just had to deal with, quite easily. Usually you won't spawn overchargers during the fight, making everything a bit complicated, but there is a technique to avoid this. The main tank must cross the bridge, the rest of the group must stay at the beginning from the bridge, where you descended from the first room of the chief. The tank then pulls Troll back to the last quarter of the bridge, where the fight will happen. Position is key, if Tank pulls Troll far too far towards the beginning of the bridge, he will reset. If he pulls it not enough towards it, Overcharger Adds will join the fight. When you find the correct position, there is only the simple mechanics you have to deal with. The boss:Three Way AvalancheThe Troll mechanics has a frontal avalanche damage ability that flows away from it in three straight lines. The main tank must focus on confronting Troll towards him, in order to avoid this attack directing his damage to the group. If you see the avalanche attack, step aside to avoid being hit by it or getting stuck. Stomp From time to time, Troll will stomp. This causes great damage in an AoE round around it. Avoid standing in it when he's doing his stomp. Particularly important for dealers damage their hand to hand. We recommend that you use a shield to protect yourself. Stone-ThrowA as soon as the Trolls raise their arms, he will throw stones at the random players in your group. The main tank can easily see this animation and warn the group to protect up and/or block. If you block when it hits you or you're protected, you should survive. If it hits you unexpectedly, you'll most likely die. When you killed this big guy, you can handle all the overchargers that showed up during the fight and now they're waiting for you at the end of the bridge. When they kill the players, they'll magically disappear into Nirvana. 1 Death for killing 5 overchargers is acceptable. The road to OzaraDuring the following hallways and rooms must avoid hugging and touching the huge pillars of the snake, as they will also spread the poisonous fields with which you are already accustomed from Trolli. Activate the two levers at the door at the same time to leave the bridge hall behind you. You will have to speed up the stairs and then you are in a room with two doors and two levers on the right side and you can divide the group into two small teams (1 Tank, 1 Healer, 4 DDs), each team enters a room and deals with garbage groups. Or you can send the main tank on the right side, where he tanks all add up until the group on the left side killed their mobs and can move to the right side. Just remember, always tank trolls away from the group and kill the Overchargers first. Once you have cleaned the mobs behind the doors, you can switch the levers from the top on to each room and proceed with the next group of garbage (made up of two Trolls), which awaits you behind the middle door. There is a wooden walkway in the next room, beware of anyone falling down from it. There are four Trolls at the end of the walkway and there is another group add to the top of the stairs. Make sure you don't move in fast and deal with each mafia group one by one. Of course, you can also shoot them altogether and nuke them down. At the next small room there is another group of mafias with overchargers, trolls and small mafias. Watch out for poison blows from snake pillars here! When this group is down, you can manipulate either the right door or the left door first when you switch the lever. Make sure everyone is ready and everyone enters the same room. You must repeat this process twice as much in the following rooms. When you run up the stairs you will have to deal with another garbage group consisting of Trolls, Overchargers and all the others that you have already encountered. Your healers have a hard job when there are also players with poison fields and lightning fields (huge splash damage). It is important to use the explained techniques and stack and move together as a group. When you have killed all this, you are ready for the next beautiful lady, Ozara Lamia.Third Boss - Ozara Lamia [HP: 31 Mio.] Sanctum Ophidia 173761 Score 19:29min by Hodor - All Homestead Bosses This boss has some friends who will join the fight and make a hard knockdown fight. During the battle, a Troll, an Overcharger, a war priest, an archer and two brawlers will appear regularly. If you kill them during the fight, they'll respawn after about 15 seconds. For this reason you will need to use one of the following techniques. Option 1The main tank must tank Ozara and Overcharger which will spawn at the door on the right side of the room. He will tank them both at the door, where overchargers spawn every 15 seconds because he will get nuked in AoE damage from your group. Off Tank must tank the priest of war, Troll and Archer. He will stay at the entrance to the room, with enough space for the rest of the group. He needs to make sure that the Arrow spray archer is facing him and not at the group. Also, the AoE Posion Slams Trolls should not bother the rest of the group. This adds will not respawn, because it does not damage on them. Option 2The main tank only has to do with Ozara and he has to tank her at the door where the sickle overcharger. A DD/Off Heal must take care of He must slot inner wires from the Undaunted Skill Line. And it doesn't hurt if he has some abilities to heal slotted or shields. He'll be standing next to the Off Tank near the entrance to the chief's room. As soon as the fight starts, you have to mock Overcharger. He won't spawn a totem at the entrance to Shaman Add, he also has to make sure to kill this totem. If you don't kill this Totem, you won't be able to get out of the room, so make sure this Totem is killed as soon as possible. When he has Overcharger in the back and successfully killed Totem, he just has to run back through the entire dungeon, always with overcharger with him. Make sure you use Inner Fire every 15 seconds, otherwise Overcharger can return to the group. Off Tank will also run away with his mocked friends. He must mock Archer, the war priest and the troll, and as soon as the fight began to flee with them through the dungeon. Just be sure to taunt them from time to time that they don't lose interest and go back to the main group. Here you can see a picture of 1.Boss Mechanics:FormationNeither if you choose Option 1 or Option 2, group formation is key. The main tank with Ozara will always sit at the Door of Overcharger. The two healers will sit on either side of the door, and the rest of the group must position themselves in two semi-circles around the door. Melee DDs first, Ranged DDs second. You have to stay in these positions for the duration of the fight. Make sure that Healing Springs from your healer can reach every DD.If you stay too close together, the pins at Ozara will overlap and in Option 1 you will get splash damage from lightning circles from Overchargers. So make sure there is enough space between the players. Pin BoltsA as soon as you start the fight after 5 to 10 seconds, Ozara will start to pin two random players around her with a flash AoE.The player on the left right or on the left side of you is responsible to unpin you, every time you get caught! Use the Synergy button to unpin people as soon as possible! The longer this fight lasts, the more players will be caught from Ozara each time he uses this skill. So make sure you kill Lamia fast. Road to the Last BossAfter you've finished Ozara, the next room door will open and the Trolls will enter the room. The main tank must pull the Trolls as fast as possible and remove them from the group. In the next room you have to deal with the last big trash group. Beware of the fields of poison and kill the Overchargers first! Once you've taken care of this group, you're ready for the last chief of Sanctum Ophidia. No more surcharges, huray! Final Boss - Snake [HP: 52 Mio.] Compared to Ozara Mantikora, the ultimate boss in SO is easy. This Hardmode is also one of the simplest, so if your group is looking for Hardmode compensation, it is a good one to start with! As As leader must make sure that each member has a slotted capability, which costs a ton of magicka (why I will explain under the boss mechanics). The siege shield or purge of the Alliance war are magicka skills with high costs. Make sure your healers have nova skill slotted. Also, a DD Templars should slotted it, if the rotation with two healers is not enough. You will only have to heal the main tank in and out and during the poisoning phase of the entire group. So if possible, you can DPS during the non-poison phase or a cure can completely switch to an Off-Heal-DD.The main tank must tank the snake on the platform in the middle of the room, facing the Snake north, away from the group, so that its attacks just split the Tank hits. Everyone apart from off tank stacks together on the platform behind The Serpent.The Off Tank must pull all Add (Mantikoras and Lamias) on the left side (view from the entrance) of the camera and keep them busy and away from the rest of the group. Chief's mechanics: Poisonous phaseWhen the boss descends underground and appears in the middle of the center of the platform, the poisoning phase is input. He will do very great damage with his poison, which is spread throughout the room. One of the healers has to use his Nova and put the boss in the middle. The rest of the group must stack closely on the platform (except offtank if you decide to leave it lamias tank and mantikora outside), so that healers can heal through this phase with healing springs. As soon as this phase is over, the Snake will make a frontal split attack, so stay away and wait until the Main Tank has teased him and will face him away from the group. Totems and LamiasWhen the first poisonous phase is over, the first Lamia will spawn in the left side of the room. Also, two Totems, one green and one blue, will spawn. Off Tank must mock Lamia and remove her from the AoE group and move away from the group on the left side of the room. The less damage the lamia takes, the better! Don't focus your DPS on it! If Lamia dies, she will explode and do a ton of damage in a huge AoE.The green Totem can shoot a player across the room. If you've been pulled, you have to do two dodge rolls to free yourself and be able to go back to your group. Blue totem will put Magicka bombs on playersMagicka BombsWhen a player has the Magicka Bomb, his character will shine blue. Then you have to lose all the magicka in the next 15 seconds. It really has to be less than 10% or even all of Magicka. This depends on the level of magicka you had, once the magicka bomb hit you. When you can't lose your magicka fast enough, you'll at the end of the explosion. If you manage to lose enough magicka, the blue light will disappear and you will regain some extra magicka. There is also a poison totem that connects with Snakes and allows it to do even more damage in his Phase. You can either ignore the Totems completely (when the DPS is large enough) or you will have to focus them as soon as they spawn. First kill Poison-Totem, then Magicka Bomb (blue) Totem and then Shoot Totem (green). Mantikoras and Pink OrbsWhen Mantikora spawns, either the main tank can mock him or the tank on him. When the main tank teases him, Mantikora will die in the AoE damage surrounding the chief. (When the off tank teases him, make sure your DDs focus Mantikora down. If the second Mantikora spawns, it is very important to run out of the platform on the fields as soon as possible after the poison phase and grab a pink Orbs will spawn around the platform. Usually there are enough orbs for all players. It is important that each player uses a single Orb! It can be easier when you decide who will run in what direction to grab Orb's at the beginning of the fight. The globe behind the boss is always reserved for the main tank, so in any case he can survive. Also make sure your healers and Off Tank will get one! When you can't grab an Orb, you'll die after the snake's shadow explodes. The good thing is also all Add and Totems will die from the shadow explosion. Last phase: poisonWhen HP from the boss is very low, at about 1-4% he will start doing one last phase of poison, which will do very great damage. Make sure your healers have their final ready and have enough Magicka to heal through this last phase. DDs just focus on killing the boss urgently. Don't stop healing and do DPS when he's at 0% because this phase will go on a little longer! After the poison is over, you'll have to take the last Orb and kill the Snake! You can divide this boss battle in these phases, maybe this will help your group: Poison Phase / Lamia and Totems / Poison Phase / First Mantikora / Poison Phase / Lamia and Totems / Poison Phase / Second Mantekora / Poison Phase / Orbs and all over again from the beginning. Final Boss - Snake [HARDMODE] [HP: 59.2 mio.] Sanctum Ophidia 173761 Score 19:29min of Hodor - All heads homesteadBesides from the boss mechanics on normal mode in Sanctum Ophidia, there is only one new mechanic to consider when killing the Snake on Sanctum Ophidia Hardmode. To activate HM, you will need to burn banners in the middle of the stairs on the left and right side before the boss camera. Once you have activated Hardmode, this boss will remain Hardmode. It is not possible to return banners. Remember that when guild mates want to fire things! Poisonous fieldWhen the snake hits its arm in the air and a green light comes out, you know you have to run. He will draw a large green circle on a Random. If you stay in it, you're dead. As per non-hardmode, the group usually stacks on the platform behind the boss. But when the animation of the poisonous field from him he and the green light begins to come out of his hand, everyone must flee the platform and spread wide. With this tactic, the poisonous field should usually spawn in the middle, where everyone was stacked. If the poison field does not spawn in the middle, but on a random player in the room, make sure you dodge the roll out of it as soon as possible. Any other player who may also be targeted must dodge the roll out of it. The small fields of poison that players will put during the fight can be ignored, because they do not do so much damage. Damage.

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