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Falkreath hold boss guide

In this article, I tried to describe in detail the tactics of each boss in the dungeon. This guide is not designed for players who have already been there and know the mechanics. I hope it will be useful for those who have not yet been there or have not figured out the mechanics to the end. I'll write in pretty simple language, unfortunately, I don't know all the names of buffs and debuffs. Describe thrash I won't First Boss - Morrigh Bullblood Tank agrit chief and necessarily minotaur, their deployment from the group. The fight is quickly demolished. After 50% the boss begins to throw ayyashki and around him formed a shield, looks about as Siege Shield (qualification from the branch of alliances). Immediately after the first boss in front of the gate will appear the second boss - Siege Mammoth Siege Mammoth Tank agrit and gets straight back to the gate. There is nothing complicated, the main thing is not to lose agra. Meanwhile, the area will appear different EEEs, they are experienced very easily. After 50% the boss throws heavy AOE attacks, from which it is best to get out. In the execution phase, everyone will have to tighten the block as soon as it starts to rise on its hind legs and sink to the ground it shakes, and someone can beat it even if the block is not squeezed in time. Boss - Cernunnon Erbogan, Tuecille and Mokveda Around the battle zone will be an invisible circle, not a much more visible breeze, beyond which it is not necessary to exit. Otherwise you'll die. To have a boss, you must first kill three mafias - a militiaman, an archer and an ice magician. The tank is primarily an agrit archer and takes the militiaman (MUST!), deploys it from the group and monitors closely when the militiaman throws a heavy attack, if the block has not been squeezed, the militiaman will kill the tank. Militianik and You can hold together in order to save time and kill both at once after all kill the magician. After the death of each hell there is a yellow AOE - their souls, which must be taken and sealed to the nearest circle. You can't seal two souls in one circle. If you don't have time to seal the souls, add it will rise again and it won't be so easy to kill them. Addy goes into the inrange and beats harder and have almost half recovery. Be careful. Cernunnon After killing all adds - the boss appears. The boss is holding near the center, his heavy attack tank can dodge or just sit and fly if the tank is very lazy. Then the boss will throw at all the large circles of the AE, which should not be ignored, each player should disperse and keep the block, the boss throws them in the air. In addition, there will be ghosts, which should not be clinging to, otherwise you will have skeletons that will interfere, but will die very quickly and easily in the AE. At 51% get ready - the boss disappears. There's a militiaman, an archer and a magician again. Here again, attention: the militiaman now, at some point, in addition to the heavy attack throws a huge AO, if you get into it, you are superimposed burning debuff, not dry, must be heavily extinguished. Then, the same mechanics work, as on the first package added before the appearance of the boss. I also forgot to say: if you don't bring the soul back into time - the mob enters the inrange and beats more powerfully and he is almost half restored. After having the fourth boss - Deathlord Bjarfrud Skjoralmor Deathlord Bjarfrum Tank agrith chief, addys appear, they are very weak, but after death must be extinguished, you will see Glowing urns are high, come to it, press on synergy, run up to clean guys and souls. If you don't clean it in time, it's a cow. The boss is simple, you just have to clean your souls on time. Boss - Domihaus Bloody-Horned Explain Hard Mause in IDEAL (explain why exactly ideal): activate HMM: from normal is different because two additional columns are burned - increase the number of KP to the boss. As soon as the boss starts to aggoose, everyone runs to him, around the column will completely burn fire, which burns you instantly if you stand outside the columns or near the fire. Then the boss gets the rock, which means you can't beat him. He doesn't do any damage either. At the moment there are 4 atronach: fire, electric, ice, stone. The tank shakes everyone, holds it itself. Preferably in a pile. After the atronachs have died, the boss wakes up and throws around a huge AO, can't sit in it, hurts and kills quickly. We go to the columns and beat the boss. The boss must always be focused on the tank, otherwise his heavy attack will kill teammates. At 70%, the boss starts to sing. At this point, everyone has to stand behind a column. He shouted, the column explodes and all of a sudden you run to him. Then it becomes stone again and the atronachs reappear. Then again, the boss repeats everything the same way I wrote above. At 50%, he starts blowing up the column again. Run again and hit him. Then the atronachs reappear. The boss should have less than 17%. You have to sit behind the column, the boss comes out of the stone and shouts again. Ideally, after a scream, run to him and kill. Domihaus Bloody-Horned DAR! Not everything is perfect on the dam, the boss can draw you in between, then allows you to go and cast aoshka. These aoy don't have to be stagnated, you have to slowly disperse back into the block, you don't have to run away, behind you around the column there will be a fire that can kill you. But don't run into each other. I'd like to point out that the boss wakes up for the first time after you kill the atronachs. Then he wakes up even faster, then even faster, and on exejuth does not become stone at all. At this point, you need to watch the tank for the city, otherwise the heavy attack will kill your teammate. I hope this article will be useful to you. Special thanks to @LeConseiller, @archelessar, @polipula to help create and process screenshots. Enjoy all the great games and teammates.) Conquer high-end content without too much difficulty and get better in any business:) This article was prepared @SelfForgetfulness. Constructive criticism is welcome. Welcome.