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## Dragon soul raid guide

Dragon Soul is a raid whose entrance is located in Tanaris on the continent of Kalimdor in the game World of Warcraft. The minimum level for this dungeon is 85. The instance was published in the Cataclysm extension. The raid contains 8 bosses. The final boss of Dragon Soul is Madness of Deathwing.Dragon Soul is the last raid encounter for Cataclysm. The scenery of the raid will be familiar as the fighting take place near Wyrmmrest Tower in Dragonblight, Northrend, In the raid, you have to make your way up the Tower and then board an air ship or flying boat to do the battle with Northrend before it can destroy Azeroth.The Dragon Soul entrance is in the caves of the time area in Tanaris rather than being in the world. The two dungeon instances next to the raid are dungeons that came out at the same time as the raid, taste dungeons so to speak, Dragon Soul gives Rogues the opportunity to make a quest line for their legendary weapon, two daggers like the staff carriers such as the Druids and Mages made in Firelands. One of the quests is to give some Ethereals 10,000 gold coins to decrypt a message. Expensive stuff back then, but shouldn't be too expensive now. List of Dragon Soul Raid BossesDragon Soul LocationDragon Soul EntranceList of Mount(s) Obtainable From Dragon SoulThis mount will drop from AFKAr, the last boss in the Throne of the Four Winds raid. Cookies / About us / Contact us / Twitter / Facebook For character biography, see Deathwing. The Backbone of the Death Wing is the first of two confrontations with Deathwing in the Dragon Soul raid. The battle begins on The Skyfire as players jump on the destroyer's back, trying to weaken his armor enough for their allies to attack, and ends when he is defeated and crashes into the Maelstrom. World premiere of the heroic killing carried out 17.12.2011 by KIN Raiders (플기 Background Adventure Guide When Deathwing first channeled the power of the dragon's soul against other flights, the massive energies that were released threatened to break his very body. Rather than give up this weapon, he had adamantium plates fused to his scales to hold his body together. Later reinforced by elementium, these plates are now its weakness -- the only vulnerability to the deadly presence of Deathwing. Description Deathwing heading to the Maelstrom. The first stage occurs as players fly on the Skyfire airship, chasing Deathwing while his Drake Hammer Twilight riders are swooping down to harry pursuit. In the second stage, the commando-style paratrooper players on Deathwing's back and start tearing his armor, trying to snatch a hole big enough to give Thrall a clean shot with the dragon's soul. In the course of phase, players are actually riding deathwing as it is swooping around and trying to hit players with barrel rolls and the like. Players will have to cling to key points in the fight to avoid falling while tangling with all sorts of monstrosities coming out of Deathwing Deathwing magma blood. Once players get enough of Deathwing's armor off, Thrall blows Deathwing with the dragon soul and sends it crash-landing into the Maelstrom. [1] Barrel Roll Abilities - Throughout the match, Deathwing tries to throw players off his back when he feels they are all standing on the same side of his spine. During a barrel, all players and other creatures that are not attached to his back are thrown. Elementium Reinforced Plates - The dragon's soul look strike destroyed one of the large armor plates on Deathwing's back and loosened three others. Players must remove all these plates to give Thrall a chance to get a clear shot. Burning Tendons — Players expose burning tendons when they tear off one of Deathwing's armor plates. Destroying these fibrous strands is the key to removing a plate of armor. Joint Armor Breach — After players pull out a plate of armor, the burning tendons quickly pull the closed plate, protecting the tendons from further damage and preventing the plate from flying away. Deathwing Wing Immune System — Creatures that make up the death wing's immune system emerge from holes in its back left by torn armor plates. Deathwing defends itself with increasing intensity as more and more plates are torn off. Villes grab any player who wanders too close, reducing their movement speed by 50% and dealing 6000[note 1] Fire damage every 5.20 seconds. until they move away. This effect prevents players from being thrown from Deathwing's back. Corruption — These tentacles are dramatic physical manifestations of the corruption of the Old God in the body of the death wing. They first emerge holes in his left back through armor plates, and they completely seal the wound, preventing any other creature from emerging from it. Burning Plasma — Corruption covers the victim in deathwing's burning blood. Thick blood will absorb until 200000[note 2] the healing done to the target and causes the victim to cough blood. Violent cough periodically inflicts 10,000[note 3] Physical damage never 10 sec. This ability is not used on the Raid Finder difficulty. Griie Grip — Corruption seizes victims of a whip-like plasma cord, stunning them up to 30 seconds and inflicting 60,000[note 4] Fire damage every 3.50 seconds. Corruption must channel to maintain this effect, and players can break by inflicting significant damage to the tentacle. This effect prevents players from being thrown from Deathwing's back. This ability is not used on the Raid Finder difficulty. Hideous Amalgamation — These unstable creatures are a patchwork of Elementium armor fragments and body parts of the ancient Dragon held together by his melted blood. Absorbing blood — Fusion absorbs corrupted blood residue nearby. The fusion becomes more unstable with each residue absorbed, increasing increasing 10% damage and 10% attack speed. At 9 batteries, it becomes overheated. Overheated Core — The core of the fusion becomes extremely unstable, causing it to inflict 15,000[note 5] Fire damage to all enemies every 3 seconds. If the players destroy the fusion in this state, then it will trigger a nuclear explosion. Nuclear Explosion — The Fusion's overheated core triggers a massive explosion, inflicting 375,000[note 6] Fire damage to targets within a radius of 10 yds. This powerful explosion causes one of Deathwing's Elementium plates to rise if it is within range. Degradation — Destroyed mergers degrade the maximum health of all enemy targets by 6%. This effect occurs regardless of the state of the nucleus and stacks up to 15 times. Blood Corruption: Death — The corruption of the death wing crosses your veins. This corruption takes place if it is not removed quickly, infecting the player with the blood of the death wing. Once dispelled this effect jumps to a new target and can mutate in the corruption of blood: the Earth. Blood of Deathwing — The blood of the death wing explodes violently from your veins, inflicting 875,000 fire damage to you and several other players. Blood Corruption: Earth — A shadow of Neltharion wanders through your veins. This corruption takes place if it is not removed quickly, infecting the player with Neltharion's blood. When dispelled this effect jumps to a new target and can mutate in blood corruption: death. Neltharion's Blood — The slightest hint of shadow from the ancient Guardian of the Earth stifles your blood. Damage from all sources is reduced by 10%. This effect can accumulate up to 3 times. Corrupt blood — These live globs of death wing blood appear fragile, but leave behind an indestructible residue when killed. Burst — Corrupt blood explodes when it is destroyed, inflicting 10,000[note 7] Physical damage to nearby enemies within a 200-metre radius. Residuals — Destroying corrupted blood leaves behind an indestructible residue. It slowly slides into the nearest hole in the back of the death wing where it rebuilds into a new corrupted blood. Notes - Raid Finder: 6499, heroic 10-man: 12000, 25-man: 6499, 25-man heroic: 13000 - heroic 10-man: 280,000, 25-man: 300,000, 25-heroic man: 420,000 -10/25-heroic man: 12,000 -10/25-heroic man: 90,000 -Raid Finder: 11375, 10-heroic man: 30000, 25-man: 17500, 25-heroic man: 35,000 - Raid Finder: 243750 - Raid Finder: 13000, 10-heroic man: 1400 0, 25-man: 2 25-man heroic: 28000 Strategy The Spine of Deathwing is the first of two encounters dealing with Nelthrion (Deathwing the Destroyer), in which the purpose of the raid is to remove three of Deathwing's armored plates while dealing with different additions through the encounter. The meeting begins with a Cutting scene, from which players can escape to allow more time to get his bearings before landing on Deathwing's back. Once the players land, the raid encounters four spins of corruption. When a corruption spin is killed, it breeds a Hideux Hideux while corrupted blood appears from the hole where the spin was. The key to this encounter is to manage these two types of additions correctly as the raid destroys Deathwing's armored plates. The raid should usually always be in the middle of Deathwing's back. To manage these adds correctly, decide which of the four corruptions leave intact. After three corruptions are killed, the entire raid must stack on one side of Deathwing's back to trigger his Barrel Roll ability. All players must stack on top of a place where a corruption used to win a rooted buff that prevents it from being thrown off during the barrel roll. Once the barrel is over, the players return to the middle of Deathwing's back. After the barrel, the raid should kill the latest corruption. This leads to another corruption, which can be ignored, unless it channels Fiery Grip, in which case the range should use instant casts to prevent it from channeling as it tries to spawn a hideous fusion. Casting DOT should be avoided because killing him prematurely will give birth to another Hideous merger. The tank should move a hideous meltdown up to an armored plate near Deathwing's head, while DPS brings it back to about 20-25% health, at that point they should turn their attention to killing corrupted bloods. When corrupted blood dies, a small fire will occur at their place of death. The tank must then move the fusion over the fires so that it stacks absorbing blood. Once the fusion gains 9 batteries, the raid should kill it immediately, as it will pulse an AoE on the raid. When a merger dies, it causes a nuclear explosion. All DPS and remotely should leak to the back of Deathwing's spine. This nuclear explosion will lift the right or left part of the armor plate of the death wing, depending on where the tank positions the fusion. This in turn exposes his burning tendon, and killing this deathwing armor plate cause to fall. The rest of the meeting repeats this process: i.e. killing a corruption, standing in its root, going through a barrel roll, killing another corruption, and starting the whole process over again. Ideally, you will want to kill the burning tendon in a single strike: As such, it is best to blow personal CDs on the first plate, Lusi on the second plate, and Personal Potions - CD on the third plate. Healers have to deal with a debuff called Searing Plasma that is thrown by the spins of corruption. The more corruption you leave, the more searing plasmas will be thrown on the raid. The absorption mechanic's overheating removes the debuff. Heroic Mode The heroic encounter is considered one of the toughest fights on Dragon Soul (it is even considered by many to be more difficult than heroic madness) because of the high and survival requirements: The differences between the normal and heroic versions of the encounter consist of health and damage increases from corruption, Bloods and Amalgations, as well as the they get. Hideous Amalgations now hits much harder due to the increase in degradation batteries, greatly reducing the amount of time that the tank (and actually the entire raid) is able to survive, since the initial batteries 6% up to 15 times. This requires the rest of the raid to quickly damage the fusion to about 10-15% health, while collecting and killing corrupted blood in the middle of the spine, in order to allow the damaged fusion to quickly reach 9 batteries and be killed near one of the plates. The key to success in this phase is a quick and smooth execution. Note that degradation is applied every time a meltdown is killed and will not be removed as a result of a barrel roll. As in normal mode, once one of the plates is opened by Nuclear Blast, the raid must proceed to burn the burning tendons quickly. However, in heroic mode, there are two burning tendons instead of one. Because of the combined total HP of both tendons and the limited time for which they are exposed, a single tendon can be realistically destroyed. The raid must go through the blood/amalgation phase twice to be able to destroy both tendons. This is then repeated for all other plates. Another change is a debuff thrown by the Amalgations called Blood Corruption: Death, which is applied to random players and causes significant damage. It must be dissipated immediately, after which it will jump to a random player. However, to prevent players from blindly dispelling the debuff as it appears, whenever the corruption of blood: death is dissipated, there is a chance for it to mutate to the corruption of blood: the Earth when it jumps to another player. Blood Corruption: The Earth reduces damage by 10% and stacks up to 3 times, thus denying the effects of degradation. It is of crucial importance to keep every member of the raid alive, especially the DPS. Due to the high demands of the DPS and the continued reduction in the health of the raid, each member of the raid must be alive to kill the burning tendons before they disappear. Solo Strategy With only one player in the encounter, Deathwing always tries to roll left or right. It will roll 10 seconds after the Death Wing feels players of its side. He's about to roll boss emote. Stand near the center of his back and take a side step one way or the other every 6-8 seconds. Start the game by blowing up three of the four tentacles of corruption. Let the death wing roll to get rid of the fusions. Make sure you stand in the Vile to grab when the death wing rolls so as not to instantly fall the encounter. Don't instantly kill corrupted blood oozes, but Get closer, and try to kill them in a single bouquet near the center of the spine so that it's easier to run the fusion on them. Once nine seeps have been killed, finish the last tentacle of corruption. While putting in place some minor damage to the meltdown, run it over the pools oozing until it reaches nine batteries/size At this point, get as close as possible to Deathwing's head so that the fusion is within range, and finish it. Do not tunnel-vision of the fusion, as the 10-second clock is still running. Once the fusion is dead, move away from it (get closer to the tail) and let it launch Nuclear Blast. Quickly run to the head and kill the burning tendon. Rinse and repeat for second and third plates. Try to leave only one active corruption tentacle so that the seeps spawn faster. Loot Main Article: Greater Cache of the Aspects Like many final raid instance bosses, the element levels of Deathwing's equipment are higher than the equipment of the rest of the instance - in this case, six higher element levels. Quotes Intro Sky Captain Swayze shouts: The plates! It's collapsing! Tear the plates and we have a chance to bring him down! The captain of Sky Swayze shouts: Don't worry about me. Stop the Destroyer! Enshu-falah-no, dorini. Raising adventurers Your tenacity is admirable, but useless. You roll into the jaws of the apocalypse. You're not dust, shaped to be brushed from my back. Ha! I didn't realize you were still there. Your efforts are insignificant. I'll carry you to your death. Hang on while you can, hero. You and your world are doomed. Videos Memento - HD - Healer PoV Dread - 1080p - Shadow Priest PoV - Voice chat / banter included Paragon Hotfix (2016-08-08): Players who die and release in the spine of the Deathwing encounter should again be able to join the encounter. Hotfix (2014-10-20): Spine of Deathwing's Blood of Deathwing effect should no longer be able to critical strike or Multistrike against players on Heroic difficulty. Corrective (2014-10-17): The healing absorption effect of plasma has been reduced to a more reasonable amount. Patch 4.3.2 (2012-01-31): The health of burning tendons has been reduced by 15% in heroic mode to 10 and 25 players. This change facilitates the requirement of burst damage to complete the match, which should allow players to use more varied raid compositions. Corrective (2011-12-20): A safe fall aura was added at the beginning of the game, preventing players from taking damage if their parachutes end early. Corrupt Bloods now use Burst regardless of crowd control conditions, including silence. Fix (2011-12-02): Players should no longer be disconnected once they release their mind after jumping or falling from Deathwing. Patch 4.3.0 (2011-11-29): Added. Guides Guides