

The Acid and Blood Guards

Phases: 2 **Hero:** Pull

SPECIAL NOTES

DPS
Keep boss health even.
Priority target the Venom add.

Immunities – N/A
Dispels – Blighted Blood
Interrupts – None

ABILITIES

Swap bosses after intermission.



Handle Acid Mechanics

Step on toxic droplets to prevent their explosion.

Nuke the Venom Coagulation add to prevent it's pulsing damage.

Ula'tek's Dominance – Bosses take 99% reduced damage if within 40 yards.

Mark of Acid/Blood – Players within 40 yards of a guardian take stacking dot damage until they swap guardians.

Vitriolic Stasis – At 100 energy, Guardians clash together in middle. Lowest health Guard heals up to match highest health.

⚠ Helical Toxins – During the Statis channel, players are infected with 1-3 applications of a toxin. They must collide with another player whose toxin number, when added to their own, will equal 4, in order to remove the toxin. Failure results in raidwide damage.

Living Venom – Ejected slime is sucked back to boss, dealing damage to players in the path.

Venom Coagulation – Slime adds form, pulsing damage until killed.

Toxic Droplets – Droplets form and explode if not stepped on.

Empowering Slam – Large tank hit, increasing damage dealt by Guard until targets swap.

+ Blighted Blood – Dispellable ticking shadow damage.

Unstable Miasma – Marks a player with a group soak mechanic, splitting damage and stacks of a blood venom DoT.

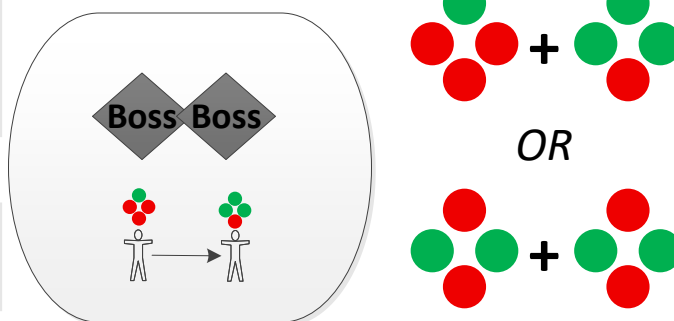
Blood Venom – Upon expiration, drops a void zone. Size based on number of blood venom stacks.

 **Bloodvenom Injection** – Large tank hit that applies a stacking DoT/blood venom.

*Bosses clash in middle,
becoming immune.*

Lowest health boss heals to match highest health boss.

Connect with another player
based on icons above head –
total must equal 4 to remove debuff.



Repeat Phase 1 until bosses die.

During the main phase, a few players will be debuffed with an orange circle. They must connect with another orange circle player to remove the debuff. Touching an incorrect player will result in large damage and knockback.