

# Vigilant Guardian

## The Raid Bouncer

### OVERVIEW

PHASES: 3

Hero: P3

In order to get into the raid you have to defeat the vigilant guard at the gate. The Guardian prefers you to fight his minions first, powering them up and dropping them down on you. Defeat the waves, but be warned, upon dying they transfer their energy to larger foe. We can use this to our advantage by powering up the Defense Matrix machines in time to shield us from the giant blast that is coming. Finally, minions defeated, the Guardian will come to face us directly himself.

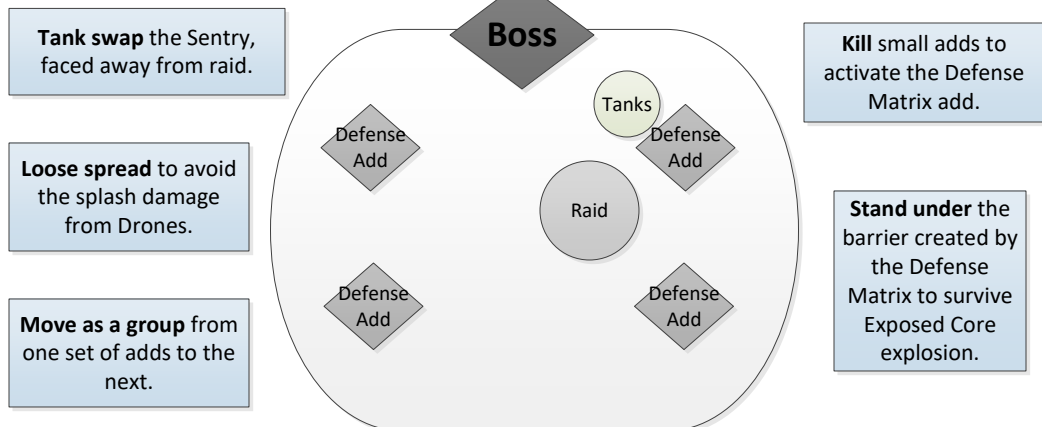
### SPECIAL NOTES

**Immunities/Personals** – None  
**CC** – Interrupt add Blast casts  
**Dispels** – None

### Phase 1: Until 3 Orbs Tossed In

### ABILITIES

Boss is Immune until 3 Orbs have been tossed in



#### P1 Automa Adds:

More become powered up as adds die.

**Point Defense Drone** – Blasts random enemies with damage that splashes around them.

**Pre-Fabricated Sentry** – Smashes the ground beneath player, creating a wave of exploding zones. Requires tank swap after Dissonance at 50 energy.

**Volatile Materium** – Every 10 seconds this add gains move speed and damage done.

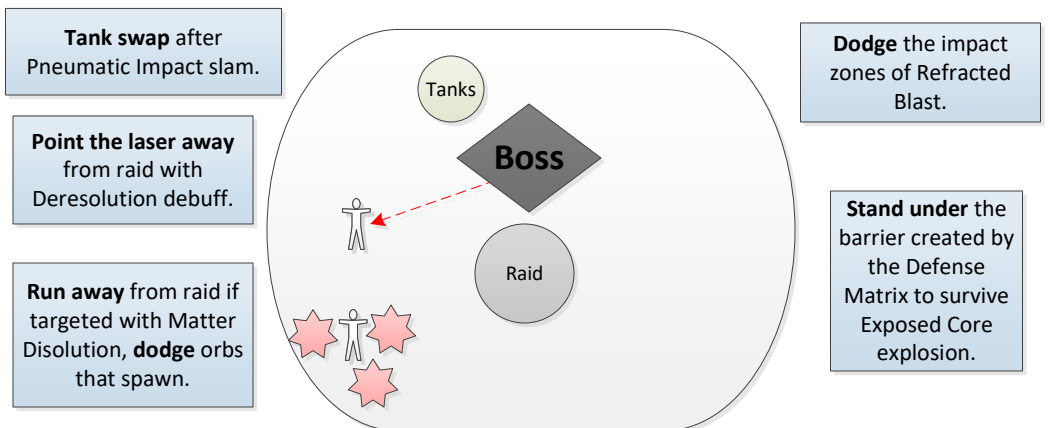
**Automated Defense Matrix** – Creates a force field when powered up that reduces damage taken by Exposed Core. Attacks players with Sear once the force field ends. Drops Unstable Core on death.

Grab and run orb to Boss (once barrier is depleted), push action button to dunk. Repeat x3 to phase.

**Exposed Core** – Raidwide damage every 1 second for 10 seconds.

### Phase 2: 100-15%

Avoid standing near boss spawn as it rolls out!



**Unstable Cores** – Bring to boss 3 times to start P2. Slows the players move speed by 50% and deals ticking damage when carried.

#### P2:

**Radioactive Core** – Unavoidable, light raidwide damage every 3 seconds.

**Refracted Blast** – Beam fired at random players, damaging all caught in path.

**Deresolution** – Targets player with laser, sweeping explosions around the room.

**Matter Dissolution** – Player will explode 3 orbs after 10 seconds that must be dodged to avoid massive damage.

**Split Resolution** – Smashes tank, creating exploding zones.

**Pneumatic Impact** – Huge tank slam that requires tank swap due to increasing damage taken debuff.

Grab and run orb to Boss (once barrier is depleted), push action button to dunk. Repeat x3 to phase.

### Phase 3: 15-0%

#### P3:

**Core Overload** – At 15% the boss self-destructs, causing raidwide damage that increases 25% every 3 seconds.

Boss enrages, all mechanics stop. Huge burn. Increasing raidwide damage every 3 seconds.

### MYTHIC ONLY

The Guardian exists in P1 and uses P2 abilities. Every time it casts **Exposed Core**, it increases its damage by 10%. Every **Refracted Blast** will leave a **Spike** on the ground that, if touched, will explode and deal ticking raidwide damage for 6 seconds.