

Bless Online Nigraturis Dungeon Guide

Boss 1: (Dimension Gate General):

- Tell everyone to stay behind it/to the side from it. (Front Line AoE)



- Boss will petrify one person. This person cant move or do anything. Guardian runs between boss and player, uses shield (shift) right as the red circle hits. This absorbs the damage. Alternatively the group can stack on the petrified person.
- If the Guardian is the one petrified, all players MUST stack on red circle to share damage. Recommended using shields/absorbs/immunes to take less damage.



Boss 2: Master of Seduction (Easy)

- Pull boss to outside. Rotate around the room. She creates pools of purple crap. Pull her slowly around the room, making sure she doesn't stay in her own purple crap. She has a front AoE cone. Tank should try to avoid to mitigate unnecessary healing.



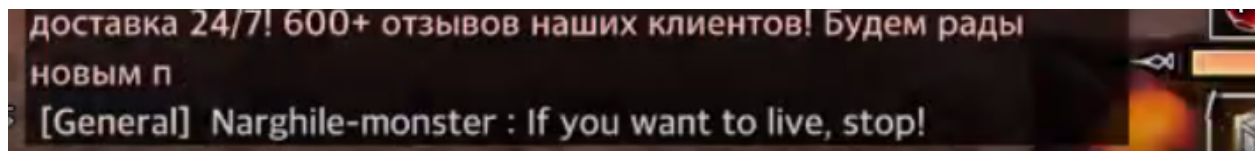
- Randomly she taunts, pulling players. Just shift out.
- Randomly she yanks everyone to her (on top of her purple stuff). Shift or run out.
- She puts a pink ability on someone. If it is not cleansed by a paladin, she regens a bit of HP. This prolongs the fight but doesn't make it impossible (can ignore this mechanic).

Boss 3 (Narghile Monster):

- Boss has an aoe that covers whole room. They look like circles, avoid easily.



- Make sure everyone has chat open to check for commands coming from the Boss chat.



- These commands are active until the next command, they do not “fall off” over time. Notice everyone stops immediately, only moving inches to avoid aoes.



- "If you want to live, stop!" - Dont move no matter what except to avoid AoEs.
- "If you want to live, dance!". - Never stop moving, even to cast. Use insta-casts.
- Sometimes the boss will fear someone, just shift out of it.
- Shifting out of something does not count as moving (for dance).

Boss 4 (Impudent Balog):

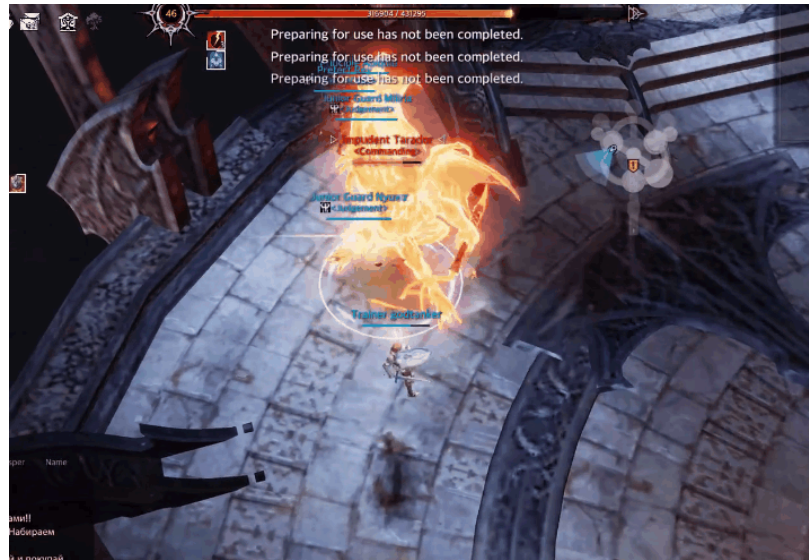
- Boss initiates fight with a cone AoE. Try to have tank pull facing away. He also casts this randomly during fight.



- Avoid Tornadoes. Can't miss them, they go all around room.
- Recommend having healer/DPS stack in corner. Avoid tornadoes easier that way.
- Randomly in fight, everyone gets pulled to boss, boss will start charging an aoe. You can absorb this aoe with tank or run away quickly.
 - Tactic 1. This is a line of site aoe that guardian can stand between and absorb (like boss 1). Tell group to get behind guardian or stack in your corner. Easiest mechanic.



- Tactic 2. Simply run away from AoE using a teleport and dash, or immune.



- After half hp, boss starts using “star pattern” aoe. Doesnt reach far but goes in all directions. Avoid, it knocks you up/dmg.



- Boss has frontal AoE cone.

Boss 5 (Lord of Fire):

- Tank keeps boss in middle of room.
- Boss has frontal aoe.
- Tell everyone to stand roughly 12-13 meters away from Boss. You can see distance when highlighting boss. This is the “sweet spot” to not take aoe damage. See gif.
- Boss has two types of room-wide aoes. Close (inside circle) and far (outside circle). Avoid by standing in “sweet” spot.



- Tank/group must have silence (recommended all, or tank who is good). Assign a DPS with silence (and good burst) to keep overwatch looking for red flame sprite. Look at above gif, the red sprite is to the left of the boss moving in on it, a mage is bursting it in that example.
- If you don't silence and then kill the spirit, everyone takes 8-9k damage.
- Remind everyone during fight to maintain “sweet spot” distance!
- This fight is easiest assigning dedicated duo team to silence boss (for his cast) and duo team to silence/kill fireball/sprite that moves to the boss.

- Boss will sometimes say “You all will see the power of the army of darkness!” You will need to silence/interrupt this once the boss is casting. This is to prevent the imps/adds from spawning. (You can see the cast bar below boss hp to tell)



- At certain percentage (around 60% and 30%) boss will raise into the air, flames everywhere in room. Look for shining blue light. Get to it or you dead.



Once the boss dies you are finished! Congrats!