

Brood Chamber Guide

For details on story lore, rewards, quests, and achievements, please visit the [Hongmoon Archives](#).

Nacha — "Broodward Archfiend"



- Health Points: 310,230,000 / 1,149,000,000
- Condition Bars: 2
- Enrage Time: 8 min.
- Mechanics at: 90%, 60%, 30%

TL;DR: Nacha Mechanics

- Blockers: Stop orbs at least 11m from the boss. You will be immobilized. Do not let anyone touch your outer circle (Instant Death).
- Rescuer: If you get grabbed, hit the boss 10 times to get Purify Demon Blood. Dash into a blocker's inner circle to free them.

- Tank: Always face slashes away from immobilized players. Use the 12 o'clock position as your default.
- Once freed by Rescuer, you also get the Purify buff. Immediately dash to the next immobilized player to rescue them.
- Failure: 2 missed orbs = Wipe. Overlapping circles = Wipe. Boss touching a circle = Wipe.

Basic Attack Sequence

1	Multiple Slash	Slashes toward the tank three times. The last slash inflicts knockback.
2	Blade Edge	Strikes toward the tank once, then swings to its rear once.
3	Spinning Slash	Spins two times. The second hit inflicts knockback. Use a joint technique to interrupt the attack.
4	Cleave Left / Cleave Right	Strikes toward the tank once, then cleaves to either the left or the right.
5	Sudden Shove	Stuns the tank with a sudden shove. Use a Resist or Block for the attack.
6	Cleave Left / Cleave Right	(#4)

Special Attack Sequence

1	Drenched Demon Blood	Rushes to all players. Use a Resist or Block ability.
2	Double Cleave	Performs a 270° area of effect attack. The safezone is on the opposite side of the tank.

Mechanics

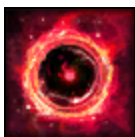
1) Nacha awakens the Blood Condenser

- Nacha moves to the center of the arena and activates three Blood Condensers, located at 10, 2, and 6 o'clock on the map. Each condenser spawns a Brood Orb in random

sequence. The orbs move from the edge of the arena towards the boss.



- Failing to block an orb, thus letting it reach the boss will grant Nacha one stack of Drain Demon Blood. At two stacks, Nacha enters a Berserk Rage.



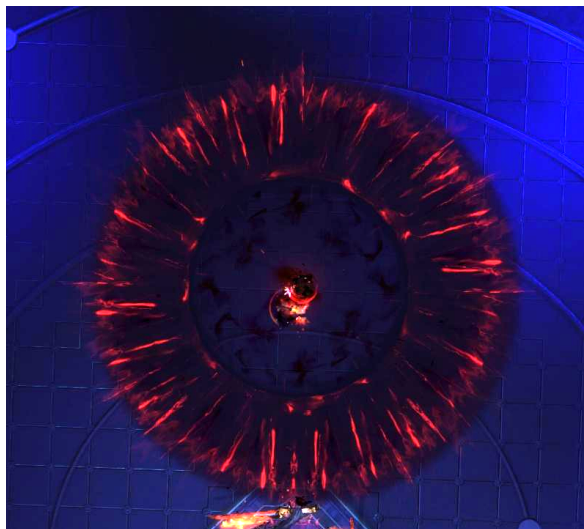
- To prevent this, each orb has to be blocked.



After blocking an orb, the player is put in a Demon Blood Bind for 10 seconds. Demon Blood Bind immobilizes the player and causes Instant Death when it expires.



- Note that another player stepping into the outer circle of the Demon Blood Bind results in Instant Death. Additionally, if the outer circle overlaps with the boss, the boss will enter a Berserk Rage, so make sure to block the orb at least 11 meters from the boss.



2) Demon Blood

- Simultaneously, Nacha grabs the closest player and inflicts 10 stacks of Demon Blood. Demon Blood inflicts instant death after 20 seconds. Attacking the boss removes one stack of Demon Blood each. Once all 10 stacks have been removed, the player instead receives Purify Demon Blood, which lasts for 6 seconds.

	→	
Demon Blood (x10)	→	Purify Demon Blood

- After obtaining Purify Demon Blood, the player can step into the *inner* circle of the Demon Blood Bind to rescue an immobilized player. Make sure to use a dash to enter only the inner circle, without stepping into the outer circle.
- The rescued player will receive Purify Demon Blood, also for 6 seconds, allowing them to rescue the next person immobilized in the Demon Blood Bind.

3) Open Evil Eye

- Nacha performs a roomwide AoE attack. Use Sword Shroud or Stealth, depending on the party and role composition.
- While Open Evil Eye is being performed, the player with Demon Blood should continue attacking the boss in order to be granted Purify Demon Blood in time to rescue the blockers.

4) Demon Blood Slash

- Nacha dishes out several slashes towards the tank. Make sure that the attacks are directed away from the immobilized players.

Phase	Order	Attack	Positioning / Notes
90%	1	90° Demon Blood Slash	Tank at 12 o'clock
	2	90° Demon Blood Slash	
	3	Sudden Shove	Front stun
	4	180° Demon Blood Slash	Tank toward Orb #1, the player blocking should already be rescued
	5	180° Demon Blood Slash	Tank toward Orb #1, the player blocking should already be rescued
60%	1	90° Demon Blood Slash	Tank at 12 o'clock
	2	90° Demon Blood Slash	Tank at 12 o'clock
	3	Sudden Shove	
	4	180° Demon Blood Slash	Tank at orb #1, the player blocking should already be rescued
	5	270° Demon Blood Slash	Tank between orb #1 & #2, the players blocking should already be rescued
30%	1	90° Demon Blood Slash	Tank at 12 o'clock
	2	Sudden Shove	
	3	90° Demon Blood Slash	Tank at 12 o'clock

	4	Sudden Shove	
	5	270° Demon Blood Slash	Tank between orb #1 and #2, the players blocking should already be rescued
	6	270° Demon Blood Slash	Tank between orb #1 and #2, the players blocking should already be rescued

5) Nacha siphons the Blade Force

- The boss “siphon the Blade Force” of the Demon Blood Binds. Blade Force is created from purifying the Demon Blood Zone.
- For each Blade Force, one Demon Blood Backflow stack is applied to the boss. Demon Blood Backflow damages the boss.



- For each Demon Blood Bind remaining, one stack of Drain Demon Blood is applied to the boss. Drain Demon Blood is the same effect as the one from orb being absorbed (see step 1).

6) Release Demon Blood

- If you successfully complete the mechanics, the phase ends with a 5-hit AoE attack.
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Brood Glutton — "Broodward Monstrosity"



- Condition Bars: 2x

Mechanics

1. The Brood Glutton conjures forth Brood Eggs

- Four clusters of eggs spawn close to the wall of the arena.
- Four players receive Inject Dark Flame for 5 seconds. When it expires, an explosion will occur around each player.

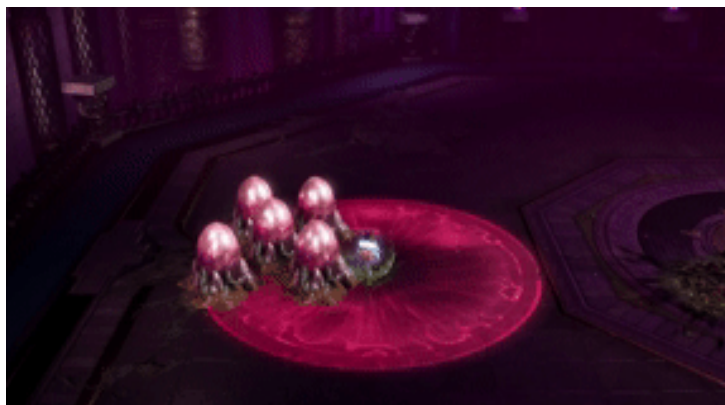


- The boss uses a suction attack shortly after. Use a joint technique to prevent the suction.

2. Drain Dark Energy

- The boss absorbs the Dark Energy from the eggs. If too much Dark Energy is absorbed, the Brood Glutton enters a Berserk Rage. To stop the boss from absorbing too much, position the explosion from the Dark Flame effect on top of each cluster of eggs. The

eggs will break from the explosion.



Boss 2: Vetarex — "Brood Prince"



- Health Points: 336,150,000 / 1,245,000,000
- Condition Bars: 2x
- Mechanics at: 90%, 60%, 30%

TL;DR: Vetarex Mechanics

- Discordia Wall: When the boss casts 3 shockwaves, you must jump once to remove your 45-second death timer. Warning: Jumping creates an 8m AoE that CCs allies and enrages the

boss. Stand 10m+ away from the boss, ideally between 10 and 2 o'clock, and away from teammates before jumping.

- The Player with Gaze (Furthest Player): The boss will fire a 180° attack at you. Stand at the very edge of the arena to outrange it.
- Interrupt: Use a Joint Technique to stop the "Chaos" roomwide AoE.
- Pushing Vetarex: During Petrification, you must hit the boss to "push" him into an egg (usually at 6 o'clock). Do not let the boss touch the red Sonic Rage Traps while pushing, or he will enrage.

Basic Attack Sequence

1	Rage Smash	Performs a double swipe attack that is directed towards the tank, followed by a swipe attack aimed at the tank's back.
2	Discordia Strike	Performs a 5-hit cross attack that stretches in front of and behind the boss. After the initial cross, the attack will rotate around the boss, ending with another attack in front and behind the boss.
3	Wailing Wave	Performs an uppercut attack. In Hard Mode, the boss will perform two Wailing Waves after reaching 90% health and three Wailing Waves after reaching 60% health. After the suction, the boss performs a frontal strike toward the tank.
4	Sonic Chain	Performs a 360° AoE attack that ends with a suction effect.
5	Rage Amplification	Performs three strikes toward the tank. The final strike inflicts stun.

Special Attack Sequence

1	Vetarex siphons Dark Energy from the Brood Eggs	Dark Energy is siphoned from one of the eggs positioned at 3, 6, 9, and 12 o'clock. To prevent the boss from receiving the heal, the tank should turn the boss away from the Brood Egg, so that Vetarex's back is turned toward the egg being siphoned. Deep Wound can also be applied to reduce the amount of the heal.
2	Infernal Wall	The farthest party member from the boss will emit a circular AoE called Infernal Wall, which starts small and gradually expands to a large circle. If any party member gets hit by Infernal Wall, they will be afflicted by Chaos, temporarily losing control of their character. To avoid hitting others, the player affected by Infernal Wall should stay away from the boss at the start and quickly move

		towards it once the AoE becomes large enough to pass by those close to the boss. 
3	Fatal Wave	The boss sends a 180° attack towards the player with Infernal Wall. It's important for the player to move away from the other party members.

Mechanics

1) Earth Drop

- Jumps and lands in the centre, causing a shockwave. Jump to evade the attack.

2) Vetarex has his sights on someone

- Selects the furthest player with Gaze of Discordia.



- Once a player is marked, the boss performs a suction attack, followed by inflicting all players with Discordia Wall. The effect lasts for 45 seconds and inflicts Instant Death once the duration ends.



3) Shockwave

- Performs three shockwaves that covers the entire arena. Use a Resist like Winged Protector.
- While the Shockwaves are being cast, all players should remove the Discordia Wall debuff. Simply jump once to remove the effect. When doing so, an apx. 8 metre AoE will encircle your character for a brief moment. The AoE inflicts a state of Chaos on anyone within the circle (causing the player to lose control of their character) and can make the boss enrage. Be sure to position yourself at least 10 meters away from the boss and avoid jumping close to your party members. Ideally, you should stand somewhere between 10 and 2 o'clock while jumping.

4) Vetarex sends Dark Tremors through the chamber

- Performs a 180° attack toward the player with Gaze of Discordia. This attack does not reach the arena's outer wall. By standing at the edge of the arena, you can avoid the attack.
- As Fatal Wave is being cast, the player with Gaze of Discordia will be briefly paralyzed. Once the paralysis has lifted, the player can move back to the boss to continue the fight.

5) Wailing Howl

- Performs a roomwide AoE. At the same time, traps, puddles, and eggs will appear around the arena.



6) Chaos

- Performs an AoE that inflicts a state of Chaos on the party. Use a joint technique to disrupt the attack.

7) Petrification

- Closes its wings around itself and enters Petrification for 16 seconds. When the effect expires, the boss will cast Discordia Blast. This attack covers the entire arena and inflicts Instant Death.



- To disrupt Discordia Blast, the Gaze of Discordia player must push the boss into one of the eggs at 12/3/6/9 o'clock. The boss is pushed by the player hitting the boss with any

attack. Usually, parties push the boss to the egg at 6 o'clock. (Note that in the GIF below, the player *is* attacking the boss, but in Stealth).

- The Gaze of Discordia player must avoid pushing the boss into the dark red Sonic Rage Traps scattered around the arena. If the boss touches a Sonic Rage Trap, the boss will temporarily get stuck and will enrage at more than one stack.



8) The Brood Eggs have drained Dark Energy from Vetarex and inflicted damage

- After successfully pushing the boss into one of the Brood Eggs, the boss will take significant damage and prevent the boss from casting Discordia Blast.

9) Discordia Blast

- Performs an AoE that reaches apx. 18 metres from the boss. This attack inflicts Instant Death. Move out of the AoE before it has been fully cast.

10) Earth Drop

- Jumps and lands in the centre, causing a shockwave. Jump over to evade the attack.

11) Wailing Chain Wave

- The phase finishes with five AoEs that cover the entire arena.