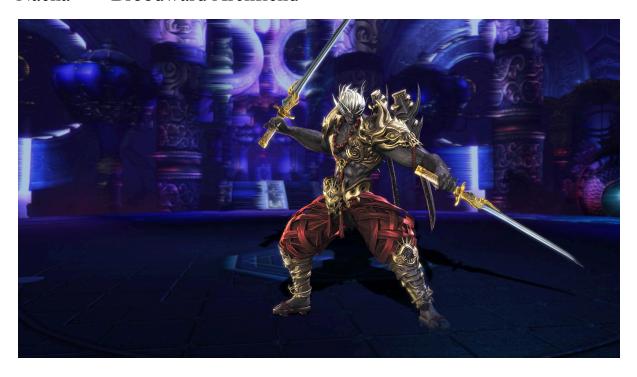
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Guide to the Brood Chamber

Nacha — "Broodward Archfiend"



• Health Points:

Easy Mode: 310,230,000
Hard Mode: 1,149,000,000
Phase Initiations: 90%, 60%, 30%

Basic Attack Sequence

- 1) Multiple Slash
 - Nacha slashes toward its tank three times. The last slash inflicts knockback.
- 2) Blade Edge

• Nacha strikes toward the tank once, then swings to its rear once.

3) Spinning Slash

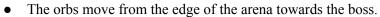
- Nacha spins two times. The second hit inflicts knockback. Use a joint technique to interrupt the attack.
- 4) Cleave Left / Cleave Right
 - Nacha strikes toward the tank once, then cleaves to either the left or the right.
- 5) Sudden Shove
 - Nacha stuns its tank with a sudden shove. Use a Resist or Block for the attack.
- 6) Cleave Left / Cleave Right

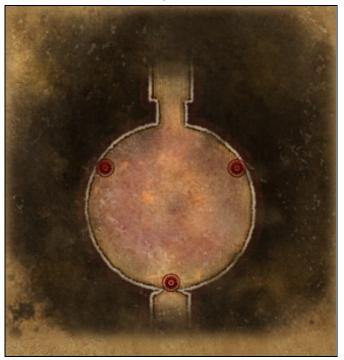
Special Attack Sequence

- 1) Drenched Demon Blood
 - Nacha rushes to all its targets. Use a Resist or Block for the attack.
- 2) Double Cleave
 - Nacha performs a 270° area of effect attack. The safezone is on the opposite side of the tank.

Mechanics

- 1) Nacha awakens the Blood Condenser
 - Three Blood Condensers are located at 10, 2, and 6 o'clock on the map and will spawn a Demon Blood Orb in random sequence.





• Failing to block a Demon Blood Orb will grant the boss one stack of Drain Demon Blood, which leads to a Berserk Rage at two stacks.



• Blocking the Demon Blood Orb will result in a Demon Blood Bind, which immobilizes the user for the full duration and causes instant death after 10 seconds.



The outer circle of the Demon Blood Bind results in instant death in Hard Mode, and



touching the boss causes it to enter a Berserk Rage. Block at around 11m to prevent this.

• Meanwhile, Nacha will move to the center and grab the closest user, inflicting 10 stacks of Demon Blood. Demon Blood inflicts instant death after 20 seconds, and using an attack skill on the boss removes one stack of Demon Blood each. Removing all stacks of Demon Blood replaces it with Purify Demon Blood, which lasts for 6 seconds.



- Purify Demon Blood is used to rescue the users blocking the Demon Blood Orbs. The blockers need to step into each inner circle of the Demon Blood Bind by using a dash ability.
- Once a blocker is saved, they too are granted Purify Demon Blood for 6 seconds, allowing them to rescue the next blocker.

2) Open Evil Eye

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

3) Demon Blood Slash

- Boss sends several slash attacks towards the tank. Make sure to draw them away from targets with Demon Blood Bind and the user saving them with Purify Demon Blood.
- 90% Phase:
 - i) 90° Demon Blood Slash: tank positioned at 12 o'clock

- ii) 90° Demon Blood Slash: tank positioned at 12 o'clock
- iii) Sudden Shove: front stun
- iv) 180° Demon Blood Slash: tank positioned towards Demon Blood Orb #1
- v) 180° Demon Blood Slash: tank positioned towards Demon Blood Orb #1
- 60% Phase:
 - i) 90° Demon Blood Slash: tank positioned at 12 o'clock
 - ii) 90° Demon Blood Slash: tank positioned at 12 o'clock
 - iii) Sudden Shove
 - iv) 180° Demon Blood Slash: tank positioned towards Demon Blood Orb #1
 - v) 270° Demon Blood Slash: tank positioned between Demon Blood Orb #1 and #2
- 30% Phase:
 - i) 90° Demon Blood Slash: tank positioned at 12 o'clock
 - ii) Sudden Shove
 - iii) 90° Demon Blood Slash: tank positioned at 12 o'clock
 - iv) Sudden Shove
 - v) 270° Demon Blood Slash: tank positioned between Demon Blood Orb #1 and #2
 - vi) 270° Demon Blood Slash: tank positioned between Demon Blood Orb #1 and #2

4) Nacha siphons the Blade Force

- The boss will 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 will be applied to the boss. Demon Blood Backflow decreases the boss's HP by draining purified energy.



• For each Demon Blood Bind remaining, one stack of Drain Demon Blood will be applied to the boss. Drain Demon Blood is the same status effect as the one from Demon Blood Orbs being absorbed (see step 1). Berserk Rage will be triggered on 2 stacks.

5) Release Demon Blood

• If you successfully complete the mechanics, the phase will end with a 5-hit area-of-effect attack.

Miniboss: Brood Glutton — "Broodward Monstrosity"



• Health Points:

o Easy Mode: 35,640,000

Hard Mode:

• Phase Initiations: 90%

• Condition Bars: 2x

Mechanics

- 1. The Brood Glutton conjures forth Brood Eggs
 - Four clusters of Brood Eggs are spawn by the edge of the room
 - Four targets receive Inject Dark Flame. Explodes after 5 seconds.



- Boss will suction shortly after. Use a joint technique to interrupt.
- 2. Drain Dark Energy

- Boss will absorb the Dark Energy from the Brood Eggs. Absorbing too much Dark Energy will cause the boss to enter a Berserk Rage.
- To negate the absorption, position the Dark Flame on top of each cluster of Brood Eggs. Successful positioning will cause the exploding Dark Flame to break the Brood Eggs.





• Health Points:

Easy Mode: 336,150,000
Hard Mode: 1,245,000,000
Phase Initiations: 90%, 60%, 30%

• Condition Bars: 2x

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.
- No special mechanics to watch out for.

2. Discordia Strike

- Performs a 5-hit cross attack that stretches in front of and behind the boss.
- After the initial attack, 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.

4. Sonic Chain

- Performs a 360° AoE attack that ends with a suction effect.
- After the suction, the boss performs a frontal strike toward the tank.

5. Rage Amplification

- Performs three strikes toward the tank.
- The final strike inflicts a stun on the tank.

Special attack sequence

- 1) Vetarex siphons Dark Energy from the Brood Eggs
 - Dark Energy will be siphoned from one of the Brood Eggs positioned at 3, 6, 9, and 12 o'clock. To prevent the boss from receiving the heal, the boss target should turn the boss away from the Brood Egg. Alternatively, Deep Wound can 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 affected party member 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 user with Infernal Wall. It's important for the user to move away from the other party members.

Mechanics

1) Earth Drop

- Jumps and lands in the centre, causing a shockwave. Jump over to evade the attack.
- 2) Vetarex has his sights on someone
 - Selects the furthest user with Gaze of Discordia.



Once a player is marked, the boss will perform 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 Shockwaves are being cast, remove the Discordia Wall debuff. Simply jump once to remove the effect. When the effect is removed, an apx. 8 metre AoE will encircle your character for a brief moment. The AoE inflicts a state of Chaos on your party members and can make the boss enrage. So, 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 the 180° attack Fatal Wave toward the user 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 user with Gaze of Discordia will be briefly paralyzed. Once the paralysis has lifted, the user can move back to the boss to continue the fight.

5) Wailing Howl

• Performs an AoE that covers the entire arena. 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 user must push the boss into one of the eggs at 12/3/6/9 o'clock. The boss is pushed by the user hitting the boss with any attack. Usually, parties push the boss to the egg at 6 o'clock.
- The Gaze of Discordia user 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.