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Gw2 deimos cm guide

In Guild Wars 2 Wiki Spoiler Alert: The following text contains spoilers related to prison fortifications. You will die when I decide! — Deimos Deimos is the fourth and final boss in the prison fortress. It is a powerful devil who feasts on the suffering and despair of certain prisoners. The biography [edit] Deimos is of unclear origin. It is called the devil born of the malicious energy of the mist, but it is saul Dalcicio's expression of sin and guilt. [1] Deimos can be both due to the demonic unclear nature and the prison's fortress overlapping with fog. [2] Deimos' body describes Saul's guilt and sin. The arms on Deimos's shoulders are those of white mantle soldiers who died under Saul's command, and there is a mursat glyph on his chest that symbolizes Zanthir's eyes. [1] Its origins are unclear, but Deimos worked with Janthir's eyes and harassed Mursat's precious prisoner to break his spirit and turn him into Mursat's puppet while feasting on pain. Deep in the prison officer's fortress, Deimos flourished in Saul's heart within the realm of the devil and in Tyria. [3] When the raid party reached the heart of the fortress in AE in 1330, some of them were taken into the devil's realm while trying to liberate Saul. Deimos tried to stop them but failed. He then appeared to continue the battle in the physical realm and intimidate his opponents. The devil continues to mock Saul and the pirates, even bringing the party into the devil's realm to end them there. But Daymos lived up to expectations, a good defeat when Saul overcame his demons and joined the Pirates' side. After the devil died, the party returned to the physical realm. But when Saul soon passed away, the victory was bittersweet as he was finally freed from suffering for centuries. Location [Edit] Airborne of Woodland Cascade Fortress [Edit] for practice: Prison #Deimos of ability action fixed on players with the highest toughness. Effect Devour - Deimos has increased the power of demons by spending sin. Deal 2% additional damage per stack. Form up and advance! - Saul boosts morale, allowing you to move faster. Casts on all Goodwill targets within 1,200 units. Tears instability - closing the devil's tears has taken its toll. You can't close more tears while this effect lasts. Unnatural signatories - taking 200% [sic] increases damage. Saul casts to Deimos and lasts 10 seconds every minute. ?? - The burden of the devil's realm oppresses you. Build strength. Weak Mind - Mind Crush weakens you, causing periodic damage. This ability is only mitigated by protecting Saul's ward. Treat up to 70% of HP as damaged for 10 seconds. Anger - deal up to 200% increased damage. While standing Banner, playing up to 5% of HP per second. Skill Demon's Aura - Deimos pulses energy every 3 seconds, damaging all enemies from range. Deal periodic damage to enemies. Demon Shockwave - Deimos wields his fist, causing a devastating shockwave. Deimos strikes his hand down, causing an unseen shockwave that can strike knockbacks and moderate damage multiple times. Demon Projection - Demon Tears fires projections from the player's position. When you step into their void, you can close the tears. Periodic generation in a small white circle. After a short time, we will start firing bloodstone projectiles at our members. Devil's Tears can be removed by walking over them, which prevents the player from disabling more demonic tears for a short period of time, and applies a small DoT, and weakens. Weakening is represented by a green skull over the player's head. Mace Smash - Daymos' primary attack. Base attack with a left or right weapon that causes moderate damage. Annihilated - Deimos smashes the ground and knocks the players down. A powerful knockback that cascades from the front to the back of the Deimos, firing at players who attack from a long range. When a player gets closer to the edge of the platform, they can fall and lose immediately. Mind Crush - Deimos solves Saul's sins, causing immense damage. It cannot be avoided or mitigated. Focused for 5 seconds, causing damage every second and killing anyone who didn't stand inside Saul's protective bubble with the last pulse. can be blocked, but cannot be avoided or absorbed. Rapid Collapse Deimos breaks down the ground beneath the target. For each target, the size of the affected area increases dramatically. Drops a heavy black field and expands every time a player attacks up to 3 times. Rapid decay targets players closest to Deimos, with the exception of stationary tanks. Festival of Souls - Deimos create a deadly area around the room that can be consumed regularly. Place multiple hands under the player farthest from Deimos. If Deimos walks on this hand, he gets a swallow. Stolen Technology Unstable Arifact Rewards [Edit] Event Rewards Gallery[edit] Renders model fragments by Chris Bennett. Concept Art Deimos Statistics's Initial Concept Art Related [Edit] Enemy Health Rebellious Bar Deimos (less than 10%) 50,049,000 1. 2 Deimos (CM) 42 million Deimos 35,981,456 Saul D'Alessio (Drunk) 5,013.81 0 300 Saul D'Alessio (Thief) 3,932,400 300 Saul D'Alessio (Gambler) 2,516,736 Saul D'Alessio (Gambler) 4) 252,384 Pride 249,229 Saul Dalcicio (friendly) 157,296 Greedy 44,167 1 Deimos's maximum health goes up in the demonic realm, but he generates with 10% of the maximum value in the second stage Therefore, he is only 5,004,900 hp. 2 This value is the same in normal and challenging mode. Note [Edit] Deimos has 2597 armor (1374 defenses, 1223 defenses). Deimos has a hitbox with a diameter of 140 range, which is taken into account. This has been changed from the last 10% to a 527-range diameter hitbox. Quiz [edit] Deimos is the god of fear in Greek mythology. He is the first raiders boss without a miniature version. The developers of The Raid Wing have left deimos officially ambiguous if it's saul's guilt or an expression of a physical fog entity (demon) that wasn't initially associated with it. [4] However, Chris Bennett, the biological artist who designed Deimos, calls him Saul's Demon and says it is the expression of Saul Dalcicio, the character's inner demon. [1] Deimos voices Fred Tatasio. [Edit] also Related TopicsVirge Gabe References [Edit] If there are terms in this guide that you don't recognize, check out the glossary! When a player enters the wing, they say hello to Glenna, and speaking to her should generate the first boss, but it can delay it. As the squad goes north, they'll pass through a waterfall that gives players a special action key: Celestial Dash. This technique is a long-range movement and avoidance technique and will be very useful in the next encounter. The platform to the west has to slide, and it's zanthir's eye that's floating on top of it. When Glenna approaches the platform, a boss is created. If you delay your conversation with Glenna, you can start meeting everyone on the platform, but you only need to get started. The Indomitable Cairn will solidify the furthest player and redirect all attacks (even if the player has no range). The cairn itself can only be moved as part of a mechanic, so it is favorable that the tank is relatively stationary so that the cairn is facing the same direction. Players will constantly get stacks of invisible burdens. This slows down the movement speed by 1% for each stack and temporarily petrifies players who reach 99 stacks. Avoidance and celestial dashes are not limited by invisible burdens, so they are valuable exercise tools. Cairn swings his fist twice in the direction of the tank, causing moderate damage. If the tank stands far enough away, the damage from this attack can be avoided, and other players should try to stand behind The Cairn. When Impact + Displacement Cairn starts punching, three cracks open at random locations near the player. After 3 seconds, these rifts close and when the player is standing, they take some damage and moments move towards the edge of the platform. You can prevent or avoid cracks. Impact + Meteor Legion Cairn punches for the second time, causing the meteor's fan to fly from the left and knock the player back with a small amount of damage. Meteorites appear far away, so staying close to Cairn is avoidable, but staying on the right side of Cairns may be simpler. Meteors are projectiles, but when reflected, they will still attack the player, so it's important for the player to do it. Take these techniques or be very careful using them. However, projectile destruction techniques can be useful. + → → → pattern continues throughout the fight. Complicating the encounter is the next mechanic: a shared agony that begins at 7:37 on the timer, and the furthest player from Cairn (who doesn't already have one) will suffer. Players get a red AoE that lasts 60 seconds and use 10% of their maximum health as damage every 3 seconds. This effect applies chains to up to 3 other players within AoE, giving maximum health 25% to the person closest to them, 50% maximum health to the person closest to the second player, and 75% maximum health to the person closest to the third player. All these players must be unique. Players who fall won't be damaged by this attack, nor will they be harmed. Share Agony applies every 20 seconds, so up to 3 players are affected at a time. Strategic positioning is at the heart of this encounter. Because extreme damage causes damage to nearby players, affected players must stand away from other players. As you will put within this range, it is strongly recommended that athletes try themselves on the right side of cairn where they are safe and easy to heal. To prevent Cairn from turning around, one player must tank the boss throughout the entire battle by always trying to be the furthest player. As a player who can't get close without damaging Cairn to another squad, it's an advantage to have a mechanic selected assigned to a player who can play his part in range. Normally this is a supporting role, but if people are causing too much damage, they may need a therapist on the stack. Four people have to take pains at some point because the mechanic can't be given to a player they already have. The tank must remain at range throughout the entire match, but the other three players can return to the stack when they pick it up again when they lose. It can be helpful for the squad leader to drop markers on the platform to indicate the position of the tank and/or where the agony player should stand. Manipulating the space shortly after the fight began, Cairn will charge the attack to deal heavy damage, carry the players and apply 25 stacks of invisible burdens. During charging, green circles appear on the ground protecting players from these effects through gaze-avoiding buffs. Sometimes there will be a lot of small white spheres on the green circle. These spheres indicate the minimum number of players that must stand in a green circle for protection. It repeats about every 30 seconds, but the timing can vary greatly over the course of the match, but it's likely that health thresholds will pass. The pattern of the green circle depends on your health. To prevent agony players from hitting other players, it's a good way to send groups into larger circles so that anguished players can take small circles on their own. As the fight progresses, sometimes it is preceded by one of two dynamics: energy surge Cairn facing the direction and jumping forward, knocking the man in its path. All jumps are protected from leaves behind green circles. Less than 50% of cairns perform six jumps and there is no green circle in the center. After the jump, cairn is performed. Like basic attacks, the Cairn jump pattern depends on the health ratio: The orbital sweep cairn raises its hand and a large arrow appears to point to the edge of the platform. Cairn will get his hands on a knife, swipe where the arrow used to be, and swipe counterclockwise around the platform to take down players. Players in the starting position of the sweep can be attacked twice by attack, potentially knocking them down on the platform and killing them instantly. After the sweep, the cairn is performed. Once again, the pattern of green depends on Cairn's fitness ratio, just like where the sweep starts: in addition, → → → through the water. When the 25% state interval is reached, the pattern resets, so the quick group can't see the change. Added the last attack below 25% health: Gravitational Wave Cairn throws his fist to the ground, causing heavy damage and firing waves that knock the player back down. The attack itself is attacked in three stages, so you can move from one impact to the next. Attacks can be avoided by dodging towards Cairn, and they don't hit close to their boss. It is → → → end of the general attack pattern so that it can now be attacked. If Cairn is defeated, Janthir's eyes will flee, the deadly fog surrounding the platform will disappear and pave the way west. Glenna will be waiting again and needs to talk to open the way forward. As you advance to Death Row, you'll see a blocked entrance. To unblock, the shovel can be found farther west near the escape tunnel, but the player must first appear by moving closer to the blockage. Mursat supervisor players are served by a 4-on-4 board with a Statue of Mursat in the center. The eight most tiles in the north glow with heat, causing 3.5k damage every second. Along the southern edge of the board are three pillars of light marked with claims, dispels and protection. If any of these work well, you will be given a special action key that is used for the encounter. Each can only be picked up once, and the fight begins when all three matches are started. Players who accidentally choose one of the skills return to its place. The technology provides the following abilities: Claims – Players with claims can play the tank of this encounter, claiming tiles and targeting tiles to eliminate harmful effects so that the player can stand safely. Irrelevant: Additional enemies in battle are protected by yellow shields that greatly reduce all damage against them. Dispel is a target projectile that removes these shields. As projectiles, mursat supervisors or other enemies can be prevented, so players should take care to make sure there are clear lines in their field of view. Protection - Protection drops a small shield at the target location that prevents all forms of damage to a player who collapses within 5 seconds. This player works as a secondary tank. Once the strategy is taken with all three skills, the statue will become hostile and the four jade scouts will appear on the edge of each of the four north most tiles. Commissioner Mursat moves towards the vehicle (the player with the claim), but does not attack or pose a direct threat. Instead, the threat is posed by jade scouts. When they appear, they slowly move south, and when they cross into a safe tile they claim it, causing an effect. Scouts themselves can be killed and they stop their movements. But after 30 seconds they will regain all their health and continue down the aisle across the board. When the scout reaches the south side of the board, it transforms into a jade soldier and rushes towards the player with protection. Soldiers can attack, deal damage and have aura that pulses slow pulses, tortures and poisons. In addition, when they die they deal great damage to the huge area, exploding. Killing a soldier will make it disappear, and after 30 seconds a new Scout will regenerate at the starting point. When he returns from dying, the soldier becomes invincible, throws his arms wide and explodes a few seconds later. Players can find invincibility or animation to find time to dodge safely so that they don't suffer damage. 15 seconds of spikes in the fight, faint spikes appear on a number of tiles. After 5 seconds, spikes pop out of the tile, instantly defeating the player standing on the tile. Protection skills can be used to prevent them from dying, but they don't work on downed players. This mechanic repeats in a different pattern every 10 seconds. If the 25% health threshold is exceeded, the timer resets to 10 seconds. Spike mechanics force players to move tiles through encounters to keep them safe, so tanks should check for spikes-free tiles. The exact pattern is reliable and depends on the health of the boss: the spike pattern somewhat limits the likelihood of movement, and the safest pattern depends on the squad DPS. Because of this. Tanks frequently try to claim tiles to make sure there is as much free space as possible. They must be careful not to claim A scout or soldier is about to go, and the enemy will recover it immediately. The first 50% of your boss's health requires little movement, but below that, the squad has to move frequently. At least one of the four central tiles is free from all spikes except one pattern, so it will often be most safe to stay near the center and movement to one of the corners at a certain time. Players with Dispel should keep an eye on scouts as they move, and remove shields as soon as they appear. This is important as killing Scouts will stagger the time they turn into soldiers. For this reason, long-range knives can help make only one or two soldiers appear at a time. Because the guard is targeted by a soldier, you can position yourself so that the soldiers don't move to the tile where the squad is located (e.g. standing on the edge of the tile). They can also allegedly coordinate with the main tanks to move soldiers into groups that will split down if this wait is stopped. If two or more soldiers are moving into the group at the same time, we recommend that you wait for the animation to start and use protection to defend against dropping protection in the group. If you don't need it this way, you can save it instead to protect people from spikes. After Mursat's destruction, Janthir's eyes flee once again and players can get jinned by locked doors. Approaching the door gives the player a real gift of sight, allowing players to search for piles of debris around Mursat's Arena for four keys (marked by a small object floating above the player's head). The location of the key is as follows: Or, the thief character can simply choose the lock. When you open the

door, the cutscenes that introduce the next boss are played. Samaralog waits for the squad in the open space ahead of him. If he is engaged, the window will be generated at the entrance and will immediately kill the person outside. There are a lot of different windows surrounding the stadium and it can do a lot of damage to the players standing on top of it. Samalogs have multiple abilities, and if a player hits this window, they will die immediately. The first player approaching the Samaralog is fixed (shown with a purple icon above his head) and currently works as a tank. Samaralog will head towards this player and direct one of his attacks. Claw → → used twice in front of the shockwave samalog, knocking down two windows and hitting the player. It causes a lot of damage, and the impasing staff is extremely damaging to anyone standing where the window is hit. You can dodge or jump, but you can't block it. Both and impymisting stings can be blocked. Samaralog will use this ability twice, followed by: Prisoner Sweep Samaralog will sweep the window twice from the wielder wide. Towards any player. Anyone caught in either sweep will inflict heavy damage and fire a considerable distance. Sweeps can be blocked or avoided, and stability prevents firing. The window affects A large AoE and slowly fills it and appears at any location. When the window is full, it hits the ground, causing great damage and causing a window of aggression or rebellion. These windows pulse heavy damage and each has an AoE surrounding them that applies provocation or fear. It can be removed by killing windows or destroying rebellious bars. A new window is created every 20 seconds. At every 10% health interval, the brutal samalog currently leaps into the tank, deactivating it and ingring it to both damage and conditions. Samaralog gets a big bar of defiance and deal increased damage over time to a fixed player until he breaks. Cc, which is applied by the condition due to its immunity to the condition, does not work. If a stationary player is down during this attack, it will die immediately, but it can be healed by the rest of the squad, which will greatly increase the time to break the Samaralog. If broken, Samaralog will cling to the furthest player from him and they will be the new tank. No rebellious: Due to the 4500 strategic attack, there must be at least two tanks for this encounter, with one moving away from the Samaralog to choose the next fixation. Because the Samaralog is fixed during all attacks, tank players can avoid all damage by moving to Samaralog's hitbox at the start of the attack. This means that tank players don't have a lot of defense, but frequent breakbars make it a good place for players with low cooldowns and lots of CC not tanks. When a fixed player is down at any time, the pin is passed to the furthest player. Vehicles need to be careful and move the samalogs to prevent players from attacking, but staying close to the window can be an advantage and can split. Throughout the match, Samalog cycled through the same attacking pattern as using combos twice, and then repeated them. Because it targets random players, Samaralog will often turn around before using this attack. Therefore, players should constantly make sure that they are behind the easiest samaralog to do if they stack within their hitbox. From time to time, Samaralog will stop the attack and proceed to the next attack in order. Split Phase 1 (66%) At 66% health, the Samalog becomes invincible and heads to an area beyond the west side of the arena. Players in front of the Samaralog must be able to take damage and fire on charges to get out of it. Two enemies spawn within the stadium to the north (Liam) and south (Guldeum) of Samaralog's location. Each player is pinned to the farrest player and travels towards that player to attack. All This pin is currently updated to the farthest target, and the same thing happens when the pinned player goes down. At the beginning of the split phase, Liam, Gouldhem and Samaralog all have yellow shields around them. The settings are as follows: Gouldhem and Liam are close to each other, but they get stacks of buffs that damage Gouldhem and increase Lycum's health. While the shield is active, Gouldhem redirects all damage and conditions from himself to Liam. When Liam dies, he explodes and restores all health. When this explosion hits the Samaralog, Gouldhem's shield drops and he can be directly damaged. When Gouldhem reaches 33% health interval, he reactivates his shield with Liam. When Gouldhem and Liam both die, Samaralog becomes vulnerable again. To advance to the next level, players must stack close to Samaralog's position (bordering the window wall) and allow Lycum to come to them. Once closed, it should be used to move Liam towards a knock-or-pulling samaralog (and away from Guldehem) and the use of immobile is strongly recommended to keep him in place. As Liam gets closer to Samaralog, the squad will have to focus DPS on The Gualdeum and repeat between stages 2-4 until Gouldhem dies. If Liam moves away from Samaralog, gouldhem-obsessed players will have to move away from the rest of the squad to separate them. Everyone else should focus on running towards Samaralog again, because it is a waste of time to let Liam die again for Samaralog. If Gouldhem has less than 33% health, he will no longer explode when Lycum dies, so you no longer need to keep him close to Samaralog. Players should also note that Gouldhem's first attack will be fired at the furthest player in AoE against moderate damage and cool players. One player can be located north of the rest of the squad to open the first attack. This attack repeats approximately every 20 seconds. If Gouldhem's fixation doesn't collapse, this attack will follow immediately after the new player is pinned. Tier 2 Samaralogs start phase 2 with combos and then continue with normal attack patterns. It is also more dangerous: prisoner sweep - now lame applies. Also, there is a new mechanic that begins at this stage: the inevitable betrayal one random, non-tank player gets a large orange AoE around them starting to fill. At the same time a second random, non-tank player will start emptying at the same speed and both players will get a message on the screen and choose your allies wisely. When AoEs are empty or filled, a large window hits the player, and the large AoE causes extreme damage to all players in it. If two target players stand within a small green AoE, they are protected from the impact. Barriers and other effects to mitigate damage can be used to prevent players from being downed by this attack, but they can't block or evade windows. Two Repeats every 24 seconds. If a player with a large AoE doesn't move away from the group, it's easy to put the entire squad down, so no player other than the one targeted by the mechanic is in it. It's especially important that these mechanics don't get caught inside because they can overlap, so brutal players will kill them immediately. Split Phase 2 (33%) Although the second phase of the split goes exactly as before. Because this mechanic can easily match fixed changes, Guldhem is more likely to run away from the team, slowing down the phase. Gouldhem's offense is particularly dangerous because it has the potential to stun players before a hit, making it unavoidable. In Tier 3, Samaralog shows a new attack: Blujion Samarag lifts a window and lowers it in front of it, causing extreme damage and knocking down the person hit by it. This attack can be blocked or avoided. In tier 3, Samalog now has a combo → attack pattern by replacing one of →. It's also more dangerous again: Prisoner Sweep → now stunned in addition to the previous effect. Samag's attack patterns are less reliable at the last stage, so you can get away with them. Finally, there's one last mechanic: a spear-pull samaralog pulls every window in the arena towards him. Arrows on the ground indicate the path they take and the player is damaged by each window. The exact trigger for the window pool is unclear, although it is probably related to the number of active windows in the stadium. Defeating Samaralog paves the way to the last boss of the wing. On a platform surrounded by deadly fog, Deimos is a restrained prisoner. Players can safely land on the platform, but approaching the prisoner will start an encounter and kill anyone who is not on the platform. Players should watch out for statues on the edge of the stadium because they are afraid of players who get too close. Unlike many encounters, bosses do not appear in the first place. Instead, immediately after the encounter began, a random player will be targeted by a green AoE and everyone will see a screen message indicating that Janthir's eye has chosen the player in question. If the green AoE color is empty and everyone in it is empty, it is instantly moved to the devil's realm. This area is a diabolical form of the starting platform and there is a dark figure called Deimos that targets random players and repeatedly knocks players out and instructs them to attack simultaneously, potentially killing them on the platform. In this area, statues can hold targets and ghost chains. Killing any one of these demon bonds returns all players to the selection platform. At the same time, someone is aiming for a teleport, many souls of greed are scattered on the edge of the platform, walking towards the shackled prisoner. When they reach him, they trade 2% of the players (and Saul's) The encounter fails when he dies as his health is damaged. In addition to greed, there will be a spirit of pride that deals with 25% of life. Greed is relatively insignificant, but it's a good thing that at least one player remains on the platform to handle pride. A short time after Pride's death, a new one will be created on the edge of the platform. Therefore, it is more efficient to slow down self-esteem rather than try to kill it as soon as possible. They may be affected by soft CC, such as refrigerated, lame or immobile, but hard CC should be avoided by rushing towards the prisoner. It takes time to teleport between zones, so it's ideal to communicate the health of each bond, killing the bonds of the four demons at the same time. There are also conditions that keep players ticking while they are on the selection platform. When all four demonic bonds are destroyed, the prisoner will become full and return to full health, revealing himself as Saul Dallesio. At the same time, Deimos appears in this area and a major fight begins. The player with the highest torsity will be this meeting tank. At the start of the encounter, Deimos goes beyond automatic attacks to use only one attack: annihilating Deimos pulls two make forwards and create a waterfall of con AoEs triggered in a circular pattern from front to back. It is safest to avoid attacks so that they are not hit by AoEs that are triggered later. Stability does not prevent knockback, but each AoE represents a separate attack, so standing on two AoE is blocked only one of them, so you need to pay attention, but you can block the attack. This attack repeats approximately every 17 seconds, but may be delayed by other attacks. Knockbacks are particularly dangerous for players close to the edge of the platform, and can be easily dropped and killed instantly. Role new attacks and mechanics will be added throughout the fight, but there are three roles to consider immediately. Tank - The tank must be able to survive or avoid attacks from Deimos. Non-tank players closest to Rapid Decay Kitter-Deimos will have mechanic creation on them to keep away from the group. Since this role can conflict with other mechanic in this fight, this kitter requires several ways to block attacks. This can be provided by the kitter itself or by the tank (e.g. via Aegis). Soul Fest Kitter - Deimos' farther players will be targeted by mechanics who generate dangerous AoEs. This role needs a very specific build with a large number of healings and blocks. This role is known as a hand kitter in a ingred language and is almost always played by the Herald, although any class can. If you need to have two or fewer players on your platform, these mechanisms can be created from the same player. Players on the platform, both kitter mechanics, are created on the same player. If there is only one player on the platform, that player plays all three roles. Another factor to consider is that the risks raised by the mechanic may make it worth having a backup tank with toughness between the main tank and the kitter. Tanks and kitters must adjust their movements to ensure that the kitter is always the furthest player. Saul will fight along with the squad throughout the match. In addition to his basic attacks on Deimos, he offers valuable buffs and effects. Shortly after Deimos appears, Saul will throw an invisible suspension towards the furthest player. This banner heals nearby players for 5% of their maximum health every second and lasts for 20 seconds. These banners are almost always aimed at kitters, and can be of great use to them. Saul projects this skill every 30 seconds. At the same time, Saul will throw an unnatural signet at Saul, doubling the damage Deimos took in 10 seconds. This is a huge damage-intensifying, so it's a good place to delay bursts until the power class sees it. Saul projects this technique every 60 seconds, but it may not come in handy, so only the first instance is worth delaying the skill. Tank -Tank should face Deimos from the rest of the group, but there is no need to take any specific action yet. Rapid decay kitter - no work is needed yet. Soul Fest Kitter - As soon as Deimos is created, the keytor must be at the edge of East Sea the platform. It is triggered from the keytor's position and a grabbing hand appears. A new hand is created every second for 5 seconds, with a 5-second interval and 5 sets of hands. Confident kitters are stacked in groups of five, but they need to move as often as necessary to survive. These hands remain in place until the second half of the fight, so you can build up more space. If Deimos moves through these hands, he will spend them gaining damage. When Mind Crush Deimos reaches 90% health, he's going to start wielding mace, claiming devastating attacks. In this case, Saul summons a protective ward in the center of the platform and gives all players a speed boost called Form Up and Advance! He also stands in the ward! Fast! The player will take down the person about 5 seconds before the hit, and immediately hit by it. Does not protect invincible players, can not evade attacks. However, it can be blocked and works by preventing players from being down. Players who are not in the ward will be weakened by a weak-heated lick once a second for 10 seconds, and will deal 7% of the player's maximum health as damage. This attack occurs every 35-40 seconds. Why a kitter needs some form of block or Article. It is important that neither mechanic is created on the stack, so you should be able to survive without Saul's ward. In particular, the kitter needs a block of channels to avoid being wasted on. Thieves (75%) When Deimos reaches 75% health, Jantir's eyes target random players other than tanks or kitters. This player gets a green AoE and soon teleports nearby players back into the devil's realm. All players except tanks and kitters must take this teleport. If the tank or kiter is within AoE, you can still teleport. It's also important to note that players are invincible during the moment shift, so it may be safe to ignore the mechanics in order to ensure that the right player is moved. It is not recommended to avoid attacking as teleports can match, so all players knock together rather than trust everyone to dodge in the same direction. Within the Devil's Realm player you will get a stack of effects called every 3 seconds dealing damage per stack, and now a darker version of Saul called Thief. In addition to basic attacks, thieves will regularly get a rebellious ban bar (strength: 300), and will steal all benefits from the squad if unbroken. When thieves are reduced to 50% health, everyone goes back to the main platform, including thieves. The player must be killed as soon as possible, with the thief breaking regularly. Once the squad is stacked in Deimos, the thief must follow them and kill them with a knife while attacking Dimos, but if they don't die fast enough, they may have to target the thief him directly. Note that thieves can aggro pets and minions, which can make it difficult for him to crack. When the player returns to the platform, all the piles start moving towards Deimos. It is important to avoid them because they still cause damage, but after 5 seconds (when they reach the hand, they strengthen the deimos). This is the only way the hand can be removed from the platform, so if DPS is low then more hands will be activated. Devil's Tears begins when Deimos reaches 75% health, and a small devil's tear with a white circle opens on a platform that shoots nearby players. The attack causes moderate damage, and the tears can be closed by the player standing in a white circle. This provides a tear-stability weakening effect that prevents you from closing another tear for 60 seconds. Players with this weakening effect can see a green skull icon over their head (but not on other players). New Tears are generated every 15 seconds and can also be generated in demonic realms. It is recommended that players avoid closing tears in the devil's zone and it is important that the main platform remains clear to reduce pressure on the tank and kitter. Players in the three main roles may not want to shed a tear. You can shed tears when the rest of the squad is in the devil's realm. When Deimos reaches 60% health, it begins to decrease rapidly, and orange AoE is generated for non-tank players closest to Deimos. After 3 seconds, a black puddle forms at that location. Players who enter the puddle deal damage and expand significantly. Players who evade damage will no other than expand the puddle. New pools are created every 15 seconds and last 30 seconds before defawning. It can easily be expanded to more people, so puddles can cover huge areas of the platform very quickly and usually cause wiping. To prevent this, there are two strategies extensively: groups can be stacked together, and the puddles move positions whenever they are created. This requires adjustments with the kitter, so that you remain the furthest player and ideally stay out of range. This strategy keeps the group close to the puddle, which is dangerous as a single player can quickly cause failure. The exact movement pattern can vary greatly depending on how far the group is from the puddle and how much space is required for the kitter. Groups can be stacked in a range. In this strategy, tanks and kitters move away from the group as the mechanic tries to start. Everyone else stays in the center and relies on distant damage. This strategy is much slower than the proximity approach and requires more skill from tanks and kitters, but is less risky for the group as a whole. If you follow this strategy, the darker version of Saul should be directly targeted. Tank - If you follow one strategy, the tank does not need to do much more than move the tank between positions as soon as it sees a puddle being created. They can avoid this by using Saul's ward and rely on the support of the rest of the group for most meetings. Strategy 2 should be much closer to the edge, so hitting it can be fatal. To deal with this issue, the tank can check if Deimos is between the edges of the platform when this attack occurs, so that if attacked, it can collapse towards the center of the platform rather than off. As you get closer to the edge, you should be able to block Saul's ward because it's hard to reach it on time (or the kitter has to provide it). Rapidly Destroyed Kitters -- Both strategies cannot rely on Saul's wards to protect them, so if a puddle has just been created, the ward can be used, but it must be able to block the attack itself (or have Blocks provided by the tank). For Strategy 2, the kitter and tank send most of the fight away from other groups, so the kitter may need to be a therapist. SouFest Kitter - There's not much change to the strategy, but if Deimos tanks too close, it may be within range. Ideally this wouldn't be the case though, as if Deimos is a hand when he's close Taken to Deimos, they were able to reach him before leaving him. Gamblers (50%) When Deimos reaches 50% health, Jantir's eyes once again target random players and moment-move with all other players inside AoE into the demonic realm. This time, you'll face a darker version of Saul called The Gambler. The gambler periodically disappears and four versions of the gambler appear around the center. Three of them wield the prisoner's treasure Baus, but one will have Matthias's staff. If you kill this one, the gambler will reappear. There are four versions enabled, but they attack all attacks directly towards the center of the platform, so it is very dangerous to stand there. As before, when gamblers are reduced to 50% health, everyone, including gamblers, will return to the main platform. If four versions are active, players in the ward will be damaged by all attacks. As before, when a player returns to the main platform, they are summoned to Deimos. When Deimos reaches 40% health, greed and pride begin to reappear. They will march towards Saul and when they reach him, they will explode and inflict damage. When Saul dies, the encounter fails, but players can now heal Saul. As before, greed does not pose many threats, but pride does. It is essential that pride dies before saul is reached, and that must happen so that the therapist can keep him alive. As with the beginning of the encounter, it may be wise to slow down their self-esteem without killing them immediately, since their spawning is random and if they die, the next spawning can be generated very close to Saul. If you run Strategy 2, the tank and kitter will be under more pressure at this point. Greed and Pride add additional sources of damage, except for damage that can waste blocks before explosive death strikes. Kitter may also need to pay attention to Saul. Drunken (25%) When Deimos reaches 25% health, Jantir's eyes are once again targeted at players for instant movement. Players will be faced with a dark version of Saul called Drunk. Like thieves, drunken people regularly get a bar of defiance (strength:300) and will teleport players to the platform if they don't break. This attack is relatively insignificant in the realm of the devil, but when he returns to the main platform by moving to 50%, this attack can easily teleport the player to a pool of water. If possible, the squad should not intentionally break the drunken if he is close to 50%, because he will use teleport attacks longer when he is on the main platform. Even if the squad drags him into Deimos and attempts to kill the drunken man with a knife, it would be worthwhile for a player with a high CC to target him directly to make sure he's always broken. Step 2 (10%) When Deimos reaches 10%, He will become invincible and begin to mock Saul. All the dynamics don't happen so that the whole squad can build up and be a health and boon. Deimos will soon drag all players and Saul into the realm of evil, so it's a good place for players to stop picking up tears at this point. There is a possibility that several tears will open there, so it is best if there is someone who can close it as much as possible. Shortly after arriving in the devil's realm, deimos' true form seems to tower over the platform. There are no more tanks, deimos are no longer in use or . But it still happens, so it's common for tanks to take over kiting roles at this point, but these roles still need to be addressed. Deimos began to deal moderate damage and knock players a considerable distance. This knockback can land players or temporarily take Agro, so it's important to avoid it. Deimos first punched one fist, then the other with one fist and then swung two fists in the center. It then pauses for a while before repeating the pattern. The left and right fist slams cover half of each of the platforms, so moving them to the left and right of the platform is completely avoidable. However, double fist slams cover the entire platform, so they should be avoided with evasion, block or stability. The timing of fist attacks is somewhat counterintuitive (usually hit before they look like they should be) so practice may be needed to reliably avoid them. When Deimos dies, he is teleported back to the main platform where everyone can enjoy cutscenes away from the platform. It's important to note that there are many ways to handle this encounter, from tank swaps in different tanking patterns and positions, to sacrificing players in 25% teleports. This guide is not as common as the strategies described, but it's good to know it exists. Thanks to Linus, who created the Cairn and Mursat supervisor images of The Guild Wars 2 Wiki. Wiki.

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