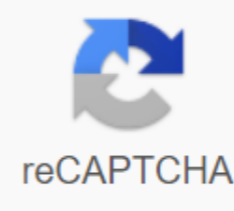




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Matthias gw2 guide

Leader of Matthias, the last head of Salvation Pass. Special thanks to the members of [zQ] for the murder and Rubik's Cube for the initial leadership on which much of this leadership was based. General Health information: 25.9 million Enrage Timer: 10 minutes Mastery requirement: Forgotten Thicket Waters (this prevents you from being sedated to the corruption of fountains and removed from the damage) Group composition: There are no strict composition requirements for Matthias. The enrage is very condescending, and the struggle is not to die for the mechanics. At this point you will want to have some of the following for the fight Minimum two players with equipment (reflected, no gear conversion or equipment). If you wear two chronomans, they can easily do this with Feedback, or you can have a Dragonhunter for backup. Chronansors must ensure that they do not use the focus for this fight, as a reflection on the misguided ability can give Matthias damage bumps and wipe the attack. They also need the temporary feature of Insight under inspiration for extending the duration of the feedback that is necessary for the abomination phase. A mental defensive trait will also help in summoning illusionist defenders who can help reduce the damage from Matthias. Two healers are useful. You can perform two druids or druids and one storm that gives you an outbreak and better resistant cures. Reapers are also good for this fight with Plague Signet, especially in the rain phase, as they can transfer all the poisons back to the boss. Druid search and rescue and reient tranche are still useful to withdraw players if they are taken off until they drop Red Poison Well in the fire phase. Video (Druid PoV) Matthias Mechanics Chart Matthias mechanics diagram, made by Rubik's Cube, helps to compare mechanics after reading them all. The mechanics of the human form These mechanics are present in the entire human form (100-40%). if you have any blocks or skills that allow you not to damage, such as defiant position /endurance pain /Signet of Stone / Infused light you can eat the attack and get the damage to the damaged. Usually you just want to retreat to avoid attack. , you will take all the pieces and immediately down. Blood Shards / Bubble Shield When Matthias put his red-violet-looking dome shield, you want to have a projectile reflecting (and reflects only, no destruction or conversion) right on it. This shield will give him 18 piles of a certain buff () that will do it for damage (it takes reduced damage with one stack, but nothing higher it will not take any damage). When this dome appears, Matthias will use a machine gun, like an attack called Bloody Schrats, so you want to reflect this attack on Matthias, as this will remove these piles. If you use destruction/conversion projectiles, you will simply destroy the projectiles and the buff stacks will not be removed. Corruption is a mechanic, where a random player will get a green skull over his head and an orange circle under his feet. When this happens, they will have to move to one of the four fountains in the room to cleanse it ourselves. It is advisable to use team markers to mark each of the four fountains before the start of the match, so that players know which fountain to run to. Corruption inflicts 4k damage on a tick to everyone in the orange circle, so you want to clean it immediately. The circle does not disappear when you merged, so whoever has strengthened the victim will also take on depravity. Each fountain has cooling before it can be used again. The clean fountain will look clear, while a tainted cooling fountain will look reddish with black particles effects on top. If you don't have a Water Racing, you'll be stunned for ~3 seconds when using a fountain that's not ideal because you'll be constantly accepting the damage until you're smitten

and have a good chance of getting off. Corruption occurs every 30. The first one appears at 9:55 a.m. So you can expect it to happen to everyone: 55 and: 25 seconds on the timer (i.e. 9:55, 9:25, 8:55, 8:25, etc.). Fountains have 90s before you can use them again, so at any time there should be 1-2 clean fountains around the room. Matthias has an aggro mehaq where he will follow the furthest man from him, so you can use someone like Reaper to fly him closer to the next fountain, so there is no confusion on which to use the next fountain and there is less distance for players with corruption to travel. We usually use the fountain clockwise, but you can place any order you want. The victim starts at 9:45 and happens every 45, a random player will be chosen as a victim. Their name will be shown in red text and there will be an arrow pointing at their head. This man crystallizes himself into a red crystal and turns hostile. Their HP will be converted to a 100-current HP scale (i.e. if you have a full HP during a sacrifice, you'll have 100k HP. If you have 20% HP, you'll have 20k HP) and they'll get a break. Raid members must break through this break bar in less than 10 seconds or the victim will die immediately (no lower phase, instant death). Usually the sacrificed HP player will not be a problem if they are in full health, as 100k is usually enough on a buffer, but if they are low in HP when the victim they can die from the damage of crowd control skills (no inferior stage, instant death). Ice Phase lasts from 100-80% 8:15 7:30 6:45 6:00, etc. Ice Phase the ice phase lasts from 100-80% ON. All general mechanics listed above will be present in addition to some additional phase-specific mechanics. In the Ice Phase will snow in an arena of wrestling with a white background in the exterior. In addition, Matthias will have a snowflake with icon buff () passive mechanics Ice Phase has a passive mechanic, where players will constantly take damage from Snowstorm (about 2k damage every 3 seconds). This makes it difficult for the downed players to revive, as the damage will undo their self-recharging. In addition, players will receive a Chilled Debut every 10 seconds, which can make it difficult for players with corruption to get to their fountains if they are not cleaned. The icy Patches of Ice Patches were randomly loaded into the battle arena. They will knock out all the players who go through them and implement the Chilled Debut. These patches can be directed and removed from any burning effect, such as feel the Burn from Tempests, which are great for clearing these icy Patches due to low wait times. Druids can also use Sun Spirit, which allows your party members to use their attacks in different areas to eliminate them. Suppressant gas /Haddock repressive gas mechanic, exclusive to the ice phase, which usually appears right after the blood pieces / Bubble Shield Shield. Matthias will turn his wand and spit out a massive violet-reddish halo, like a haddock from Street Fighter. You will want to retreat or deviate from it, as this attack will usually immediately down someone unless it is protected /Blocks / Invul. The general strategy to avoid Haddocken is to watch Matthias carefully after Bubble Shield and pay further attention to what he is facing. You want to get back behind him or on the side. If that's not possible, step back when you see a fast-moving beam coming towards you, or you may even need to abscond early when it's in the middle of its rotation. The fire phase lasts from 80-60% S.C. All general mechanics listed above will be present in addition to some additional phase-specific mechanics. In the fiery phase, the exterior of the arena will have an orange glow. In addition, Matthias will have an icon of fire buff () passive mechanic at the passive phase of the fire is 3 piles to burn every 10 seconds. In addition, if you do not move, you will get periodic damage, which is quite insignificant. Fiery Tornados Two fiery tornadoes will spawn in the room and stretch randomly. If you get caught in the Fiery Tornado, you'll break down and come back, unable to do anything for a few seconds. Beware that the range of fiery Tornados will in is larger than an orange circle they occupy so that if you stand near them, you will still be sucked in. However, if combined with another mechanic such as the poisonous fields in The Fire Phase or Corruption, it can be very deadly. Well from profane (Red Poisons) Every 10 seconds, a random party member will get a Skull icon () on their head and their special action slot will light up with a new icon (). They have 10 seconds to move to a place and use their special action key to give up Profan's location. If they do not act fast enough or merged, the red poison will be rejected where they are. It is super important not to give up this well of profane in the middle of the room, especially in the same place where the victim, as this can be the raids of the wisca. Usually you want to drop it at the end of the room away from the fountains. Red poisonous wells last a very long time. The rain fall phase lasts from 60-40% A.D. All general mechanics listed above will be present in addition to some additional phase-specific mechanics. In the rainy phase, the exterior of the wrestling arena will appear cloudy and rain inside the arena. In addition, Matthias will have rain icon buff. Passive Mechanic In rain phase, when you move, you will get a stiffing debuff (). When this stack reaches 10 stacks, you'll get a new debut () that will knock you down if you try to move while also resetting your stacks. The trick here is just to stop moving when you get to 10 stacks and the new debut will disappear in a few seconds. If you use dodge/motion skills, you will not win any stacks. The other passive effect is 5 piles of poison every 10 seconds. Since the groups are not arranged tightly in this phase, this can lead to the accumulation of the poison, if the removal of the condition does not reach the distant players. Since the poison reduces the effectiveness of your healing by 33%, it is more problematic than other passive effects. Storm cloud In a rainy phase single storm cloud will rotate around the middle of the room. If you are trapped in it, it will become damaged and it will increase your rain debuff stacks, which will knock you down faster. Timed bombs five random players will get bombs under their feet and have to move away from each other. They look like time bombs in Sabania. You can cover the bomb circle until one person is in two bomb rounds. The bombs don't explode until the red inner circle reaches the other circle, so you have time to move out. Beware of the debuff of rain, as it can knock you at inopportune times. Mathias is no longer in his team and will no longer sacrifice the players. Each piece has a red circle where it will land, so even those in range will have to hide. Bubble Shield The same bubble shield mechanic exists in the form of an abomination. Since Matthias is much larger in the form of abomination, you will see him standing over the shield, one foot up. Corruption The same corruption mechanics exist in abomination form and has not changed at all from the human form. Ghost spirits are unique to the mersal form. Spirits are thrown into blocks of 45. The first spirit will spawn, take 15s to walk one end of the room to the other through the center of the room. The second spirit will appear immediately afterwards and take another 15 to cross the room. Then you'll get 15-cili and they don't build. This is repeated until the battle is over. These Spirit spirits do tremendous damage to anyone unhappy enough to get into their orange circle. If you let the spirit pass through you completely, you'll melt even if you're at full HP. No matter where they start, they'll always walk downtown, so if you pull Matthias out of the center of your group, you'll be able to avoid most of the spirits. The time bomb is no longer just a rain-delayed phase mechanic. This will happen in all phases and affect all 10 players. Haddocken's attack isn't just about the ice phase either. He has a different and faster animation, where Matthias will simply step back, move his body sideways and then shoot fast-moving drones. Ice/Fire/Rain Phases These phases largely remain the same, except for haddock bombs/time-sled bombs are no longer just for ICE/rain phases. Moreover, phases are no longer based on % but rather based on time. Matthias will fit into the glacier's recurring pattern – > fire – > Rain with each phase with the 30s. Four fine tornadoes will be thrown into the firing phase instead of two. Two Storm clouds will spawn in the rain phase instead of one. Other manuals

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