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A guide to Matthias, the last boss of the Path of Salvation raid. Special thanks to the members of [zQ] for Kill and Rubik's for the first guide that many of this guide was based on. [Tock] General Information Health: 25.9 Million Anger Timer: 10 Minutes Mastery Requirement: Forsay Siket Waters (which prevents you from being surprised while getting down by damage while dropping rot into the fountain) Group composition: There are no strict configuration requirements for Matthias. Anger is very generous and the fight is all about not dying in mechanics. Not to mention that, you'd think you'd have some of the following for a fight, but a minimum of two players with projectiles will reflect (just reflect, no projectiles conversion or launch destruction). If you are bringing two chronomancers, they can easily do this with feedback or you can have a dragon hunter for backup. Chronomancers need to make sure they are not using focus for this fight, as they reflect the wrong ability to give Matthias a damage buff and wipe the raid. They also require time enchanter characteristics under inspiration for extended feedback periods required for the aegliness phase. Mental defensive features also help summon ally rally defenders to help reduce damage from Matthias. Two healers are useful. You can run 2 druids or 1 druid and 1 tempest that will give you bursts and better lasting healing. The dead are also great for this fight against plague signets, especially in the rainy phase, because they can transfer all the poison back to the boss. Druid Search and Rescue and The Reaper's trans fusion characteristics are still useful for pulling players if they go down while dropping red poison wells during the fire stage. Video (Druid PoV)[youtube= Mechanics Chart, matthias mechanics chart made by Rubik, helps you read them all and refer to mechanics. Human morphological mechanics These mechanics exist throughout the human form (100-40%). The Rage Mathias fragment spouts a ring of red bloodstone shrapnel projectiles hitting 3.5k per flying bullet, jumps into the air in a slum and lands. Each piece gives a 10% damage buff stacked on the person who hits it, and if you go back to Matthias and reflect all of that, you don't want to reflect this, as if to significantly strengthen his damage and wipe the raid. If you have any blocks or skills that can take zero damage like such a defiant stance/pain to endure/stone/injection light signet, you can eat attack and get damage buffs. Usually you just want to dodge to avoid attack. If you are standing right next to Matthias, all the debris will be down instantly. Bloodsard/Bubble Shield If Matthias raises a reddish-purple dome shield, you want the projectiles to be reflected in him (and without only reflection, fire destruction or conversion).Shield gives him 18 stacks of certain buffs () that escape damage (he reduces damage with one stack, but not higher ones). When this dome is up, Matthias uses a machine gun like an attack called the Blood shard, so we want Matthias to reflect this attack, so we remove these stacks. If you use any launch destruction/conversion, simply destroy the projectiles and the buff stack will not be removed. Corruption Rot is a mechanic in which random players receive a green skull on their head and an orange circle under their feet. When this happens, they need to run into one of the four fountains around the room to purify it on their own. It is recommended to use squad markers to mark each of the four fountains before the fight begins, so players will have to run to which fountain. Corruption does 4k damage per tick to anyone in an orange circle, so I want to cleanse myself as soon as possible. The person who is revoking the downed person also suffers from corruption because the circle does not disappear when you go down. Each fountain has a cooldown before using it again. The clean fountain looks clear, but the contaminated fountain of the cooldown appears reddish with a black particle effect on top. If you don't have the mastery of deserted siket waters, you will be surprised for ~3 seconds if you use a fountain that is not ideal because you are likely to take corruption damage and go down while you are constantly surprised. Corruption occurs every 30s. The first one occurs at 9:55. Therefore, occurrences on the timer occur in : 55 seconds and : 25 seconds (9:55, 9:25, 8:55, 8:25, etc.): The fountains have a 90s cooldown before you use them again, so there should be 1-2 clean fountains around the room at once. Matthias has an agromechanic who follows the person farthest from him, so he can use someone like the Leeper to get closer to the next fountain, so there's no confusion about which fountain to use next, and there's less distance for corrupt players to travel. We usually use fountains clockwise, but you can do whatever order you like. Sacrifices start at 9:45 and occur every 45s, and random players are chosen for sacrifice. Their names are displayed in red text and arrows are pointing over their heads. This person is crystallized with red crystals and becomes hostile. Their HP translates to 100k HP scale (i.e. if you have a full HP at the time of sacrifice, you will have 100k HP. If you have 20% HP, you will have 20k HP), they will get a break bar. Raid members must break the break bar within 10 seconds, or the victim will die instantly (no downstage, instant death). Usually, the hp of the victimed player is not a problem if they are in perfect healthBuffers are usually sufficient, but if hp is low when sacrifices occur, you can die from damage to crowd control skills (no downstage, no instant death). 9:45 9:00 8:15 7:30 6:45 6:00 etc Ice Phase Ice Phase lasts from 100-80% HP. All of the above general mechanics exist in addition to some extra phase-specific mechanics. In the Ice Phase, it snows in a battle arena with a white background on the exterior. In addition, Matthias has a snowflake icon buff () Passive Mechanic Ice Phase has a passive mechanic that allows players to continuously take damage from blizzards (about 2k of damage every 3 seconds). This makes it harder for downed players to revive themselves because the damage overrides their self-resurgence. In addition, players receive chilled debuffs every 10 seconds, which can be difficult to reach fountains if corrupt players are not cleansed. Ice Patch Ice Patch spawns randomly in Fight Arena. They knock down all the players across them and apply chilled debuffs. These patches can be targeted and removed by combustion effects such as feeling burned from Tempest, which is perfect for clearing these ice patches due to low cooldown. Druids can also use Sun Spirit, which allows your party members to use their range attacks on ice patches to remove them. The oppressive gaze/hadken repressive gaze is usually a mechanic dedicated to the ice phase that occurs immediately after the Bloodsard/Bubble Shield. Matthias rotates his staff and spits out a giant purple reddish orb like Hadken from Street Fighter. This attack usually goes down instantly on anyone unless you have protection/block/ibbble, so you'll want to dodge this or get/on his side. A common strategy to avoid Hadken is to look carefully at Matthias after bubble shields and pay special attention to where he faces. You want to get behind him and on the side. If that's not possible, you may have to dodge as soon as you see a fast-moving orb coming towards you, or dodge early when he's in the middle of his spin. Fire phase Fire phase lasts from 80-60% HP. All of the above general mechanics exist in addition to some extra phase-specific mechanics. At the fire stage, the appearance of the battle arena will have an orange glow. In addition, Matthias has a fire icon buff () passive mechanic fire phase passive mechanic is 3 stacks of combustion every 10 seconds. Also, if you don't move, you'll get regular damage, which is pretty minor. Fiery tornadoes Two violent tornadoes occur in the room and they pass randomly. If you are caught in a fiery tornado, you will be damaged and rotated around, unable to do anything for a few seconds. Note that the extent to which fiery tornadoes suck you is larger than the orange circles they occupyStanding near them, you will still be sucked in. If you are on full HP, Fiery Tornado is not likely to kill you yourself. However, when combined with another mechanic, such as a fire phase or a poison field of decay, it can be very deadly. Every 10 seconds of the profane (Red Poison Well), random party members receive a skull icon () on their head and a special action key slot lights up with a new icon (). They have 10 seconds to run into place and use their special action key to drop the prophelan well. If they do not act fast enough, or if they go down, the red poison wells will be dropped where they have ever been. It is very important not to drop this well of propene in the middle of the room, especially in the same place as the sacrifice. You generally want to drop it on the edge of the room away from the fountain. Red poison wells last very long. The rain phase continues from 60-40% HP. All of the above general mechanics exist in addition to some extra phase-specific mechanics. In the rain phase, the appearance of the battle arena appears cloudy and it rains inside the arena. In addition, Matthias will have a rain icon buff. Passive mechanic In the rain stage, you will get a stacked debuff as you move (). When this stack reaches 10 stacks, you will see a new debuff () that will kill you as you try to move while resetting the stack. The trick here is that when you reach 10 stacks, you simply stop moving and the new debuff disappears in seconds. If you use dodge/move skills, you won't get any stacks. Another passive effect is 5 stacks of poison every 10 seconds. The groups are not stacked tightly at this stage, so poison stacks can accumulate if the removal of conditions does not reach distant players. The poison reduces the effectiveness of healing power by 33%, so it is more problem than other passive effects. Storm Cloud During the rainy season, a single storm cloud rotates through the middle of the room. If you get caught up in it, you will be damaged and it will increase your rain debuff stack and you will be knocked down faster. Time bombs 5 random players receive bombs under their feet and have to move away from each other. They are similar to sabeta time bombs. You can stack bomb circles as long as one person is not inside the two bomb circles. The bomb will not explode until the red inner circle reaches the other circle, so there is time to move. Beware of rain debuffs because it can beat you at inconvenient times. Amorphic form mechanics These mechanics are present in the entire amorphity form (40-0%). Matthias will no longer wield his staff and will no longer sacrifice players. fragments of anger, instead jumping up and knocking down his staff.The ugly Matthias would simply jump into the air and dump the Bloodstone Shard. Each piece of debris has a red circle in which it lands, so it should also dodge each one in the range. Bubble Shield The same bubble shield mechanic exists in the form of an amorphity. Matthias is much bigger in the form of an aegliness, so you will see him standing on the shield, with one leg up. Corruption The same mechanism of corruption exists in the form of an amorphity, and has not changed at all from the human form. The spirit of the ghost is unique to the shape of the aegliness. Spirits spawn in blocks from the 45s. The first spirit creates and it takes 15s to walk through the center of the room and at one end of the room. The second spirit quickly spawns and take another 15 to walk across the room. Then you get a 15s break that the spirits don't give up. This will be repeated until the fight is over. These Ghostly Spirits do great damage to those unhappy enough to get caught inside their orange circles. If you let the spirit walk you completely, you will go down even with full HP. Regardless of where they spawn, they always walk through the center, so if you pull Matthias from the center, your group can avoid most of the spirits. Time bomb time bomb is no longer just a mechanic in the rainy season. This happens in all phases and affects all 10 players. Surrender/Hadken This Hadken attack is no longer exclusive to the ice phase. It has another, faster animation in which Matthias simply retreats, shifts his body sideways and then shoots a fast moving orb. Ice/Fire/Rain Phase These phases remain pretty much the same, except that the Hadken/Time bomb is no longer exclusive to the ice/rain phase. In addition, phases are no longer %-based, but rather timing-based. Matthias enters the repeating pattern of ice &g; fire – &g; Rain each phase lasts 30s. Four fiery tornadoes occur in the fire phase instead of two. Two storm clouds are spawned instead of one in the rain phase. Other guide guides

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