## **The Ara Kara City of Echoes Dungeon Cheat Sheet**

### **All Interruptible Attacks - Trash**

1. **Resonant Barrage (Trilling Attendant)** - Heavy party damage channeled.
2. **Web Bolt (Trilling Attendant)** - Targets a random player and slows.
3. **Alarm Shrill (Sentry Stagshells) Hard CC** - Summons additional mobs.
4. **Revolting Volley (Webmages)** - Party damage and healing absorb.
5. **Web Bolt (Webmages)** - Single target.
6. **Venom Volley (Blood Overseers)** - Party damage and poison DOT.
7. **Horrifying Shrill (Ixin - miniboss)** - Party damage and fears everyone for 6 seconds.
8. **Web Bolt (Ixin, Nakt- minibosses)** - tank related, nature damage.
9. **Poison Bolt (Atik - miniboss)** - tank related, applies poison DOT.

### **Boss Mechanics and Role Duties**

#### **Avanoxx**

* **Mechanics:**
  + **Gossamer Onslaught:** Party damage during channel and constant swirlies under each player for duration.
  + **Alerting Shrill:** Party damage and summons crawlers that fixate on players..
  + **Crawlers:** Pursues players and stacks a buff that increases damage, kill asap.
  + **Voracious Bite:** tank related, 3 big hits with increased damage debuff.
* **Role Duties:**
  + **Tanks:** Use defensive for Voracious Bite.
  + **Healers:** Party damage for Gossamer Onslaught and Alerting Shrill.
  + **DPS:** CC and kill Crawlers asap. Don’t stand in webbing..

#### **Anub-zekt**

* **Mechanics:**
  + **Infestation:** Heavy damage to the player targeted, creates a blue swarm after it expires.
  + **Swarms:** Blue circles that move around, deals damage if inside.
  + **Burrow Charge:** Targets furthest player, knocks back anyone in path.
  + **Eye of the Swarm:** Small safe zone near boss, stay inside and avoid attacks.
* **Role Duties:**
  + **Tanks:** Keep the boss facing away from the party.
  + **Healers:** Infestation deals heavy damage.
  + **DPS:** Use defensive if targeted with Infestation, avoid hazards.

#### **Ki’katal the Harvester**

* **Mechanics:**
  + **Bloodworkers:** They run around the room, if damaged at all they drop Grasping Blood pools.
  + **Blood Pools:** If walked into, roots the player until the Blood mob is killed/CCd.
  + **Cosmic Singularity:** Pulls all players, use a blood pool to negate.
  + **Erupting Webs:** Swirlies will stun a player.
  + **Venom Volley:** Party damage and applies slowing poison DOT.
* **Role Duties:**
  + **Tanks:** Avoid the pools and keep the boss away from them.
  + **Healers:** Constant party damage with Venom and Cosmic Singularity.
  + **DPS:** Ensure pools are available for Cosmic Singularity.

### **Mythic-Specific Mechanics**

**Avanoxx:**

* **Insatiable:** Keep crawlers away from the boss, if eaten buffs the boss for 60 seconds..

**Anub-zekt:**

* **Webmages:** Spawn periodically, interrupt, CC, and kill. They root players.

**Ki’katal the Harvester:**

* **Cultivated Poison:** Replaces Venom Volley, after poison DOT falls off sends out two waves of poison from players that need to be avoided.
* **Blood Pools:** Only one player can use one blood pool.