

Council of Blood

The Dance Dance Revolution Boss

OVERVIEW

PHASES: 3

Hero: On Pull

Time from a quick raid break to get your groove on! We'll be facing off against a 3 man dance crew, and to win this battle we'll need to properly execute moves every time a boss hits 50%. Our reward is a rockin' haste buff. Make sure to focus one boss at a time as they heal to full when a partner goes down – choose wisely, as the remaining bosses will gain new more challenging abilities. Hope you brought your dancing shoes!

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Dreadbolt Volley
Dispels – Dreadbolt Volley

Recommended Boss Kill Order

Lord Stavros

Kill first to get rid of heavy movement/awareness mechanics.

Baroness Frieda

Kill first if unable to manage the interrupt (rotation of two 14 second interrupts).

Castellan Niklaus

Kill first if lacking cleave or add control.

When any boss reaches 50%, **find your spotlight** and stand in it (or be instantly killed after 8 seconds). Follow the movement of the dancers and move to the correct tile to gain a stacking haste buff.

When any boss dies, the others heal to full.

The remainder of the guide will focus on the recommended order at the point of writing.

ABILITIES

Party Foul (Intermission) – Each player sees an illuminated spotlight square – stand in it or die after 8 seconds, then follow the movement of the NPC dancers by stepping into the correct square.

Fancy Footwork – For every correct dance move during intermission, receive 3% haste for 20 seconds, stacking.

Wrong Moves – Removes Fancy Footwork and deals damage if incorrect step taken.

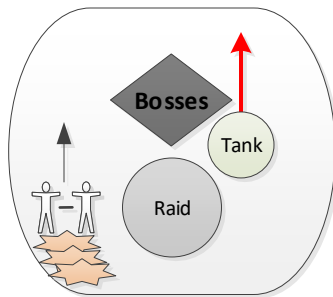
Oppressive Atmosphere – Raidwide stacking debuff dealing shadow damage, reset by entering intermission or killing a boss.

PHASE 1 (Kill Lord Stavros)

Assign interrupts for Baroness.

Paired players stand together and run from swirlies under feet.

Kill the shield add to remove shield.



Tank **face away** from raid for Lunge. Taunt swap Lord/Castellan after second lunge.

Baroness Frieda

Dreadbolt Volley – Interruptible cast that deals large 12 second DoT to raid. Dispellable.

Drain Essence – Damage to random players.

Prideful Eruption (1 boss dead) – Causes raid to pulse damage 6 yards around them at end of cast.

Soul Spikes (2 bosses dead) – Channeled, stacking tank damage that reflects onto raid.

Twisted Pain (heroic, last boss alive) – Players spawn pools when they take damage from Baroness.

Lord Stavros

Evasive Lunge – Teleports behind tank and charges through them, hitting anyone in path, increasing damage taken by Lunge by 100% for 25 seconds.

Dark Recital – Players paired up will take damage if not together, while spawning void zones under their feet.

Waltz of Blood (1 boss dead) – Waltzing Venthyr move around the floor, touching them stuns for 1 seconds and deals damage.

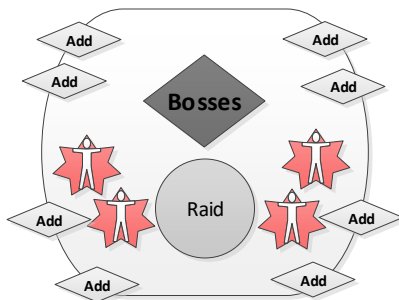
Dancing Fools (2 bosses dead) – Adds fill the room and explode (Violent Uproar) in 13 seconds. Only one add is killable, opening safe space to stand.

Two Left Feet (heroic, last boss alive) – Stacking slow debuff every time a player moves, deteriorates by standing still.

PHASE 2 (Kill Baroness Frieda)

Continue P1 mechanics (minus Lord).

Spread out during Prideful Eruption to avoid splashing onto raid.

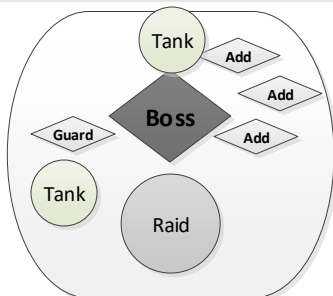


CC/Group adds together and AoE them down.

PHASE 2 (Kill Castellan Niklaus)

Continue P2 mechanics (minus Baroness).

Cleave Stoneguard, ensure it dies before too many stacks of damage increase.



Tank **Stoneguard** away from Servants to prevent engaging it when they die.

Castellan Niklaus

Duelist's Riposte – Tank smash, increasing damage taken by it by 100% for 25 seconds.

Unyielding Shield – Add that shields lowest health boss, must be killed to remove shield.

Dredger Servant (1 boss dead) – CC-able adds spawn and throw food/damage on players.

Castellan's Cadre (2 bosses dead) – Summons Veteran Stoneguard add that hit tanks heard and increase damage done by 50% for every Sintered Blade cast.

Castellan's Fury (heroic, last boss alive) – Adds engage if near another add when they die.

MYTHIC ONLY

Dancing Fever – 5 players debuffed, must jump 3 times to remove or death after 30 seconds, each jump deals raidwide damage. After killing a boss, **Afterimage** remains, casting their base abilities (Baroness = Dreadbolt, Castellan = Dutiful Attendant, Lord = Dark Recital).