

## **The "Lost Ark: A Concise Guide to the New Abyss Raid Boss Mystic" book has been adapted for both the North American and European markets.**

It was our intention to evaluate my new boss, but once we did so, we found out that none of our English skills were capable of being at a level where they could be considered competent. We have removed the zero, but since the vast majority of you do not speak English as your first language, we have decided to complete this task on our own and will provide you with an English guide about the boss. Please accept our sincere apologies for any inconvenience this may cause.

Because the transmission mode is the first primary mode, the boss will initially transmit all the way to the edge of the map, and then after that, he will execute a tail shooting move. As a direct consequence of this, your combat status and maximum HP will both drop, but the destructive potential of your attacks will significantly improve. In this lesson, we will only go over the most important modes and mechanisms, because learning the fundamentals of the simpler modes is easy enough that you can test them out on your own. On the other hand, some of the spheres will only be a single tone of purple, while others will be a mix of hues ranging from pink to cyan.

Picking them up is completely up to you, but you absolutely must avoid the purple spheres at all costs. You are free to do as you please in this regard. [Lost Ark gold selling \(find a good store\)](#) is very likely that you are already acquainted with the pulling mechanism, which is yet another significant mechanism. The same as in the Vickers Pool, all you have to do to get the boss to spread his wings is bring the pole to the edge of the platform where you are standing.

## **You shouldn't let him down because he will reflect on you if you do, and he will turn you into a snowman, a mechanic, where the boss will produce some ice zones**

1. If you do let him down, though, he will reflect on you, and he will
2. Wings will be affixed to the body of the organization's chief executive officer
3. You should avoid disappointing him because his feelings will be reflected back on you if you do
4. The leader of the group will cause a number of the other members to enter a frozen state
5. Because of this, you shouldn't let him down in any way, especially once they have broken the freeze and begun destroying the [Lost Ark Gold store](#) sand behind the bus

It is imperative that he refrain from sitting in the ice zone because doing so will cause him to accumulate stacks. After you have accumulated three stacks, he will freeze you and continue to do so until you have successfully completed the first stage and moved on to the second stage, which will be very similar to the second stage that Argus presents. During this time, he will continue to do so until you have successfully completed the first stage and moved on to the second stage. You will face off against not one but two distinct bosses in this fight. You must take each party and deliver them to the boss that is most suited to their abilities. The first boss to fight is the one made of fire. The water is the second most powerful opponent.

Because of this, you need to make sure that the party that deals the most damage to the fire boss is the one that engages in combat with him. Due to the fact that it has achieved the highest dislocation, the ice boss is the second boss; as a result, you should send the party that has achieved the highest dislocation to the ice boss. Both the fire bus and the ice bus can be found at opposite ends of the map. The fire bus can be found at the top of the map. Your attention should be directed toward the fire boss if you want to avoid taking significant damage from being hurled into the lava, which can be avoided by concentrating on the fire boss. As a consequence of this, it is in your best interest to become familiar with the various modes that this boss utilizes so that you can remain surprised when you come across them.

You should position yourself so that you are facing the outermost rim of the area of effect (AOE) circle, as this is where he will land. As soon as he sets foot on the ground, all you need to do to get away from him is run. However, the only thing that you should pay attention to is when he jumps because if you don't avoid it and pay attention to it when he jumps, you will end up giving the duck to your lover when he lands. Paying attention to it when he jumps is the only way to prevent this from happening. There is a very simple method that can be implemented in order to avoid making use of the jumping mechanism that is present in the system. You must avoid the copy of the boss because it will explode in a few seconds, and you must also perform a cross check. You must do both of these things simultaneously. On the other hand, there is a mechanic who will call forth his own individual version of the boss.

In the same way that Kanga does, he will encase himself in ice, but you will be able to break through it using your ineffective misplacement skill. At this point, you will need to carry out a cross check in order to ensure accuracy. You need to take out two bosses at once, so in addition to controlling machinery and avoiding buses, you need to have a conversation about your health with either the Ice Party or the Fire Party. It is recommended that they do this no more frequently than once every ten seconds. You can see that we instruct them to pause their damage dealt whenever they are in one of the HP columns, and you can also see that this instruction is followed. This is the most essential component of the overall strategy.

When we reach a predetermined amount of health points, we will initiate communication with the other party in order to plan out how best to attack the boss. You will advance through the final stage of the game using this method, which will take you through the second stage. You will have to engage in combat with the enigmatic boss once more, but this time he will use a tactic called Twist, which will reduce the amount of repetition not only in the new stage but also in the stage before it. In addition to this, you will have to engage in combat while you are in the mist. It is imperative that we get rid of these dummies as quickly as possible because the bus will also call some dummies that are hostile toward you. On the map, an icon that represents them will appear, and he will carry out the same actions as the previous mechanic. If you emerge from the mist, a countdown will begin on your character, and you will no longer be able to prevail in the fight. It is possible to die if you spend a significant amount of time outside; therefore, you should make every effort to avoid doing so.

It is absolutely necessary for him to keep his distance from the snowman machinist because the machinist will also keep his distance from him. At this point in the process, the third stage, we have progressed to the point where we have hired our very first new machinist. A certain number of the participants will be placed on hold. Because of this, we have to steer clear of the purple mechanic and instead focus on acquiring the one that is already present.

Because the bus route was not chosen, he is going to launch a massive attack that has an effect on the surrounding area. There is also a check for staggering, in addition to that. At five o'clock, the bus will call two dragons, and at eleven o'clock, it will call one, and at eight o'clock, it will call the other. You must first remove them from the dangerously low temperatures, and then you must remove yourself from the situation as well. He is going to launch a massive attack with a wide area of effect as a result of the fact that the bus passage was not taken. You should make an effort to throw him off balance from the same position from which I am attacking if you notice that I am standing at the eight o'clock position. The position at eight o'clock represents the most secure location.