**Boss Fight  
Eetherbiail: 11484**

Boss: Mechanic Rancor  
 Powers/Abilities:   
 Bubble Shield  
 Speed Boost  
 Flamethrower Mouth  
 Jump Boost

Minion(s): Mechanic Nexu’s (3)  
 Powers/Abilities:  
 Faster Than Normal Speed (Enhanced Speed)  
 Lightsaber Teeth  
 Tail Blasters  
 Flamethrower Mouth  
 Force Jamming Device  
 Holographic Clone Maker

Phase 1:

Rancor:  
 Slow, Lethargic, Bubble Shield (Unable to Damage).

Nexu:   
 3-Point Formation surrounding Rancor, Fast, Nimble, Evasive.

For Phase 1, we need 2 people per Nexu and 1 person drawing the Rancor’s attacks. He must be able to keep its attention, dodge it’s slow moving attacks, and deal with the frustrating ability to block any and all attacks. It will have arm sweeps on the ground with each arm, flamethrower unavailable while bubble shield is active, speed boost not active yet; jumping boost active, able to dodge any low sweeping attacks against it. For the Nexu, we will have two people draw their attention away from Rancor decoy. They will have lightsaber teeth, flamethrowers within their mouths, and shoot blasters from their tails. They are extremely fast, so we need nimble Dark Jedi.

Phase 2:

Rancor:  
 No Longer Lethargic, Bubble Field Gone, Flamethrower Mouth, Ability to Jump.

Nexu:   
 2 points around Rancor, Fast, Nimble, Evasive.

For Phase 2, at least one Nexu must be taken out before it can go to the next phase. The Rancor will lose its Bubble Shield and will be capable of using its flamethrower, it is incredibly fast, the sweeping attacks come much more and at a surprise. The two who killed the first Nexu will switch to the Rancor and start to damage it without the shield. The remaining two nexu will use their clone ability. Two hyper realistic clones of the Nexu will appear in a tri formation around the remaining two. The real Nexu starts in the back, it will be up to two Dark Jedi on each Nexu.

Phase 3:

Rancor:  
 Slow, Lethargic, Bubble Shield (Unable to Damage).

Nexu:   
 Dead

For Phase 3, the Nexu must be destroyed. All that is left will be the Rancor. His last ability will be a small bubble in front of him that will trap any Dark Jedi in it. While in the bubble, your health will be stolen, you will take damage over time, and he will heal for each and every tick he does to you. If he heals enough, he will go back into Phase 2, 2 Nexu will come back to life, and you are set back a phase. Dodging ability is a must, once he has been defeated, the rewards will be yours to claim.