## **The Stonevault Dungeon Cheat Sheet**

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

1. **Howling Fear (Ghastly Voidsoul)** - 4 second party fear.
2. **Void Infection (Curseheart Invader)** - 10 second DOT.
3. **Arcing Void (Curseheart Invader)** - Jumps up to 4 targets.
4. **Censoring Gear (Turned Speaker)** - Silences target for 4 seconds.
5. **Piercing Wail (Voidbound Howler)** - Party wide damage and increases each cast.
6. **Restoring Metal (Forgebound Mender)** - Heals enemies.

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

#### **E.D.N.A**

* **Mechanics:**
  + **Volatile Spike:** Spawns in swirly, explodes if stepped inside or hit with Boss attack.
  + **Refracting Beam:** Targets player with red arrows. Shoots through the target.
  + **Seismic Smash:** Tank hit, applies DOT. After DOT boss is temporarily shielded..
* **Role Duties:**
  + **Tanks:** Keep boss away from Spikes.
  + **Healers:** Heal Refracting Beam players..
  + **DPS:** Don’t hit any spikes

#### **Skarmorak**

* **Mechanics:**
  + **Crystalline Smash:** Tank buster, creates Crystal Shards after hit..
  + **Unstable Crash:** Avoid large swirly, causes knockback.
  + **Crystal Shards:** Need to be killed, deals party damage once killed.
  + **Reclaim:** Attempts to absorb Crystal Shards, more shards = bigger shield..
  + **Void Discharge:** Deals pulsing party damage until shield is destroyed.
* **Role Duties:**
  + **Tanks:** Defensive for Crystalline Smash.
  + **Healers:** Party damage with each destroyed Shard and during Void Discharge..
  + **DPS:** Destroy Shards. Use defensives during Void Discharge..

#### **Forge Speakers**

* **Speaker Brokk (Humanoid) Mechanics:**
  + **Ventilation:** Creates expanding and shrinking fire zones..
  + **Molten Metal (Interruptible):** Damages and slows all party members.
  + **Scrap Song:** Jumps away and pushes a large cube across the floor.
* **Speaker Dorlita (Mech) Mechanics:**
  + **Lava Expulsion:** Creates fire orb and shoots towards player.
  + **Molten Hammer:** Tank buster.
  + **Deconstruction:** Pulls cube to center of arena and detonates.
* **Role Duties:**
  + **Tanks:** Manage positioning, stay away from fire and the cube..
  + **Healers:** Cube explosion does party wide damage. Damage ramps if one boss dies before the other.
  + **DPS:** Cleave both bosses evenly, interrupt Molten Metal, and avoid hazards.

#### **Void Speaker Eirich**

* **Mechanics:**
  + **Void Rifts:** Instantly kills players if inside, pulls players closer they get.
  + **Unbridled Void:** Large frontal cone.
  + **Void Corruption:** Debuff that increases each tick, cleared by getting close to Void Rift..
  + **Entropic Reckoning:** All players run towards the outer edge, drops a Void Zone.
* **Role Duties:**
  + **Tanks:** Avoid Rifts and Zones.
  + **Healers:** Ramping damage from Corruption debuff if not cleared.
  + **DPS:** Drop Void Zone on outer edge, clear Corruption debuff asap..

### **Mythic-Specific Mechanics**

**E.D.N.A:**

* **Earth Shatterer:** Detonates all Spikes still active. Players must actively destroy spikes before this is used. Healers expect constant party damage.

**Skarmorak:**

* **Void Fragments:** Dropped after Unstable Crash, players must collect these. Increases damage and healing by 50% for the shield..

**Forge Speakers:**

* **Scrap & Cube:** Scrap lasts 30 seconds before disappearing. The Cube sends out magma waves once detonated.

**Void Speaker Eirich:**

* **Void Rifts:** These relocate once they absorb a Corruption debuff.