## **The Rookery Dungeon Cheat Sheet**

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

1. **Lightning Bolt (Cursed Thunderer):** Single-target lightning damage.
2. **Localized Storm (Cursed Stormrook) Hard CC:** Channels, dealing AoE damage to all players.
3. **Enrage Rook (Cursed Rooktender):** Buffs a Cursed Stormrook, transforming it into an Unruly Rook.
4. **Arcing Void (Corrupted Thunderer):** Arcs to multiple players, dealing decreasing damage.
5. **Void Volley (Void Ascendant):** AoE damage to all players.
6. **Void Bolt (Void Fragments):** Single-target shadow damage.

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

#### **Kyrios**

* **Mechanics:**
  + **Lightning Dash:** Marks a large area under a player and teleports, dealing damage and knockback.
  + **Chain Lightning:** Arcs to nearby players if they are too close.
  + **Stormheart:** Marks the arena with lightning circles; move away from them.
  + **Lightning Torrent:** A rotating beam from the center of the arena; avoid or be stunned and damaged.
* **Role Duties:**
  + **Tanks:** Standard duties.
  + **Healers:** Chain Lightning can hit 3 players.
  + **DPS:** Stay spaced to minimize Chain Lightning arcs and avoid swirlies.

#### **Stormguard Gorren**

* **Mechanics:**
  + **Crush Reality:** Targets a location, dealing damage and creating shadow beams and corrupted ground.
  + **Dark Gravity:** Pulls all players towards the boss; avoid the swirly or be knocked back.
  + **Chaotic Corruption:** A stacking DoT that jumps (4 times) to the next closest player once it expires.
* **Role Duties:**
  + **Tanks:** Help soak an additional Corruption on Mythic; otherwise, standard duties.
  + **Healers:** Expect heavy party damage during Dark Gravity; Corruption deals heavy damage
  + **DPS:** Use defensives when affected by Chaotic Corruption, and manage the debuff on Mythic.

#### **Voidstone Monstrosity**

* **Mechanics:**
  + **Oblivion Wave:** A tank buster that hits everything in its path.
  + **Entropy:** Deals heavy party damage if no one is in melee range.
  + **Null Upheaval:** Knocks back players and creates pillars that expand corruption zones.
  + **Stormrider’s Charge:** Places a blue ring around players that destroys pillars and reduces damage from Seeping Ground.
  + **Unleash Corruption:** Marks players with a purple ring; stay away from other players.
  + **Void Chunks:** Spawned after Void Shell is broken, kill asap.
* **Role Duties:**
  + **Tanks:** Keep the boss facing away from the group; stay in melee range unless the boss is stunned.
  + **Healers:** Heal burst damage from Unleashed Corruption and manage ring color effects. Blue = Pillar, Purple = away
  + **DPS:** Focus on burning down adds quickly and watch your ring color. Blue = Pillar, Purple = away

### **Mythic-Specific Mechanics**

**Kryios:**

* **Unstable Charge:** Marks a player, causing an explosion after 6 seconds. The marked player must jump into the center circle to safely detonate it.

**Stormguard Gorren:**

* **Chaotic Corruption:** Leaves a stacking vulnerability debuff on players, increasing damage taken by subsequent Corruptions

**Voidstone Monstrosity:**

* **Unleash Corruption:** Spawns Void Chunks near marked players.