

Plexus Sentinel

Slight change to one ability and one new ability.



Phase 1

- 1. **Eradicating Salvo**
 - This soak now hits quickly 2 times and knocks players backwards when hit. Alternate groups for first hit / second hit
- 2. **Arcane Lightning**
 - Creates a bunch of circles that need to be avoided

Loom’ithar

Major mechanic changes



Phase 1

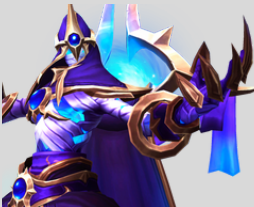
- 1. **Lair Weaving**
 - A shield protects the **Infused Tangles**. **Tanks** need to aim the **Piercing Strand** towards one of these Tangles.
 - This destroys the shield and then the DPS can focus fire it down to escape the ring
- 2. **Silken Snare**
 - If you break your **Infusion Tether** while you’re standing in a Silk pool, you will be stunned for 3 seconds.

Phase 2

- 1. **Writhing Wave**
 - Players soaking now get a damage debuff so alternate soaks are required

Soulbinder Naazindhri

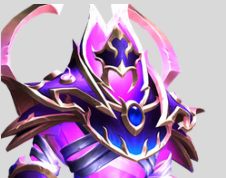
No real difference



- 1. **General**
 - More adds are summoned and the **Soulfray Annihilation** orb detonates on first contact instead of traveling through players

Forgeweaver Araz

One mechanic change plus adds need to remain separated.



Phase 1

- 1. **Mark of Power (Tanks)**
 - If the Forgeweaver and his add are within 20 yards of each other, their damage increases by 75% and damage received is reduced by 90%
 - Tanks need to keep them separated and alternate after each **Arcane Obliteration**
- 2. **Arcane Obliteration**
 - This is the soak mechanic, this now applies a debuff and **healing absorb** which means the raid needs to split and alternate soaks

The Soul Hunters

No new mechanics only slight alterations to previous mechanics.



Ardarus Duskblaze

- 1. **Devourer’s Ire**
 - Each **Consume** attack now applies a stacking debuff that increases damage done and the healing absorb taken from **Consume** by 20% for 1 min.
 - Be mindful when **dispelling** as damage can quickly kill someone if they already have a high debuff stack.
- 2. **Collapsing Star (100 Energy)**
 - Each collected fragment applies a stacking debuff that deals damage every second for 5 seconds. Use a defensive when collecting multiple.

Velaryn Bloodwrath

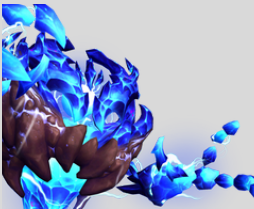
- 1. **The Hunt**
 - Players soaking need to slightly space out as once hit you’ll take extra damage if within 4 yards of another player.

Ilyssa Darksorrow

- 1. **Fel Devastation (100 Energy)**
 - Any player hit will obtain a stackable debuff that reduces movement speed by 2% for 10 seconds.

Fractillus

Alteration to one mechanic.



- 1. **Void-Infused Nexus**
 - Created walls are now void infused, this applies multiple players with rings that will detonate after 6 seconds so space accordingly

Nexus-King Salhadaar

Alterations to previous mechanics.



Phase 1

- 1. **Decree Oath-Bound**
 - Any attack that would kill a player will instead mind-control them for 12 seconds
 - Once expired or defeated those players explode dealing **raid damage**.

Phase 2

- 1. **Dimension Breath (Tanks)**
 - After 2 seconds, the raid takes a burst of **raid damage** - this damage is dependent on how much damage the **tank** takes - use a defensive.

Phase 3

- 1. **Dark Star**
 - More stars and they now move around the arena while expanding spike rings. Becomes very movement intensive.

Dimensius, the All Devouring

New effects on abilities and a completely new add.



Phase 1

- 1. **Dark Matter**
 - This now leaves a **Dark Energy** pool - 100% increase in damage taken and move speed reduced by 50% while inside
 - Drop these along a far/back edge

Phase 2

- 1. **Artoshion / Pargoth**
 - Their attacks now leave behind a **Debris Field** which deals damage and slows anyone inside
 - Bait these in a northern corner of the platform so that you can freely move left/right
- 2. **Nullbinder (DPS)**
 - A new add spawns with the **Voidwardens**, they hit random players with a stackable 20 second debuff, it deals damage and slows players
 - These become top priority to kill and depending on their position you can use them instead of a **Voidwarden** for platform movement

Phase 3

- 1. **Cosmic Collapse (Tanks)**
 - The tank buster now tries to pull players into the circle, so be sure to stay away
 - Tanks need to be mindful of their positioning and timers so they can move away when this triggers