

## **Plexus Sentinel**

### **Phase 1**

- **Positioning:** Keep the boss near the center of the Chamber
- **Obliteration Arcanocannon:** 6 second cast, run to the entrance far left/right as you leave a large ground effect behind. Deals less raid damage further away from the boss you are. Taunt swap after each use.
- **Heroic:** Nothing changes

### **Intermission** *(Triggers 100 energy)*

- Run to the boss and use your extra action button to phase through the **Atomizer** wall..

## **Loom'ithar**

### **Phase 1**

- Face boss away from the raid.
- **Piercing Strand:** This hits everyone in the line, swap after each use.
- **Heroic:** Aim **Piercing Strand** towards an **Infused Tangle** so DPS can burn it down.

### **Phase 2** *(Triggers 50% hp)*

- **Positioning:** Rotate the boss around the room as pools are created.
- **Writhing Wave:** Frontal cone soak attack that tracks you, stay still so others can soak
- **Heroic:** Swap after each use as it places debuff.

## **Soulbinder Naazindhri**

### **Phase 1**

- **Mystic Lash:** Channeled ability applying stacking debuff, taunt after each channel.
- **Positioning:** Keep the boss close to the chambers to allow easier destruction. Also group up on top of the adds once they are free.
- **Every 2 Mins:** All remaining adds are freed, be sure to grab and group them with the boss.
- **Heroic:** Nothing changes just more chambers

## **Forgeweaver Araz**

### **Phase 1**

- **Arcane Obliteration:** Soak mechanic so stay still so others can help. On Normal spawns an **Arcane Echo** add. Swap after each Obliteration - One tank Echo one tank Boss.
- **Positioning:** Keep the boss centered in the room.
- **Heroic:** The Echo buffs the boss if too close so keep them at least 20 yards apart.

### **Intermission** *(Triggers 100 energy)*

- Pick up the **Shielded Attendants** and swap if their damage starts to ramp. Keep them close to the collectors for extra cleave damage.

### **Phase 2** *(Triggers 25% hp)*

- **Overwhelming Power:** Stacking 45 second debuff, swap around 2-3 stacks..
- **Positioning:** Keep the boss centered in the room.



## **The Soul Hunters**

### **Phase 1**

- **Positioning:** Adarus cannot be tanked, keep all bosses grouped for cleave.
- **Fracture:** Applies a damage debuff and spawns fragments - until these are picked up by other players you have reduced healing. Swap after this is used.
- **Eye Beam:** Channeled knockback and applies damage debuff. Swap after this is used..
- **Heroic:** No changes for you

## **Fractillus**

### **Phase 1**

- **Positioning:** The boss doesn't move so split on far sides of the boss. 1 far left, 1 far right.
- **Shockwave Slam:** Applies damage debuff and creates a **Crystal Wall**. Swap after each use.
- **Heroic:** No changes for you

## **Nexus-King Salhadaar**

### **Phase 1**

- **Swaps:** Conquer and Vanquish are randomly used. Stay aware of your stack count and try to keep below 3 stacks of each.
- **Conquer:** Soak mechanic that removes 1 **Oath-Bound** stack. Also applies 20 second damage increase debuff.
- **Vanquish:** Frontal cone attack that applies 20 second damage increase debuff.
- **Heroic:** No changes for you.

### **Phase 2** *(Triggers 50% hp)*

- **Cosmic Maw:** Physical damage and applies damage debuff for **Dimension Breath**. Swap after each use.
- **Dimension Breath:** Tracks you so remain still.
- **Heroic: Dimension Breath** deals raid damage equal to the damage you take. Use a defensive to reduce the damage the raid suffers.

### **1st Intermission** *(Triggers 40% hp)*

- **General:** Summons a bunch of adds on another platform, grab and group them up..

### **2nd Intermission** *(Triggers 25% hp)*

- **General:** DPS race with no aggro so just damage the drake.

### **Phase 3** *(Triggers after 2nd intermission)*

- **Starshattered:** Stacking debuff that increases damage taken. **Galactic Smash** and **Starkiller Swing** apply this debuff. Swap after 2 stacks.
- **Positioning:** Try to keep the boss centered in the platform as much as possible..
- **Heroic:** The dark stars now rotate around the room, so positioning is extremely important. Be constantly aware and move the boss accordingly.



## **Dimensius, the All Devouring**

### **Phase 1**

- **Positioning:** The boss doesn't move so stay in melee range, tank with aggro should be in the center of the room
- **Massive Smash:** Knocks everyone backwards and applies damage debuff. Swap after each use..
- **Devour:** 100 energy attack, the raid should stack up to negate the pull. Note - Ranged players should be getting **Excess Mass** when killing the adds, those players with **Excess Mass** need to be present for stack to work
- **Heroic:** No changes for you.

### **Intermission**

- **General:** Mount flying section, fly through waypoints, avoid the effects, and collect the orbs.

### **Phase 2**

- **Positioning:** Stay near the north side of the platform and pay attention to Dimensius' hands as that telegraphs which section of the platform you need to move too. Left arm = Go right - Right arm = Go left.
- **Touch of Oblivion:** Each boss applies a stacking debuff, if you reach 15 stacks you're insta-killed. Swap near 10 stacks to be safe
- **Heroic:** The bosses' attacks leave behind a **Debris Field** that deals damage to anyone inside. Keep this in mind for positioning and avoiding Dimensius' attacks

### **Phase 3**

- **General:** **Voidstars** rotate around the boss, stand in these for the **Devour** attack. The boss will turn some of these into **Black Holes** over time, these will insta-kill you. Also **Darkened Sky** crashes 3 large objects into the floor which send out rings. These rings apply a 100% 3 second debuff so make sure you stagger getting hit by these.
- **Cosmic Collapse:** Applies damage debuff so swap after each use.
- **Heroic:** Cosmic Collapse now pulls players inside for extra damage so be mindful of where you are positioning yourself.

### *Change Log*

Date	Notes	Version
7/27	Finalized and published for public	1.00
8/14	Updated with release and Dimensius	1.20

