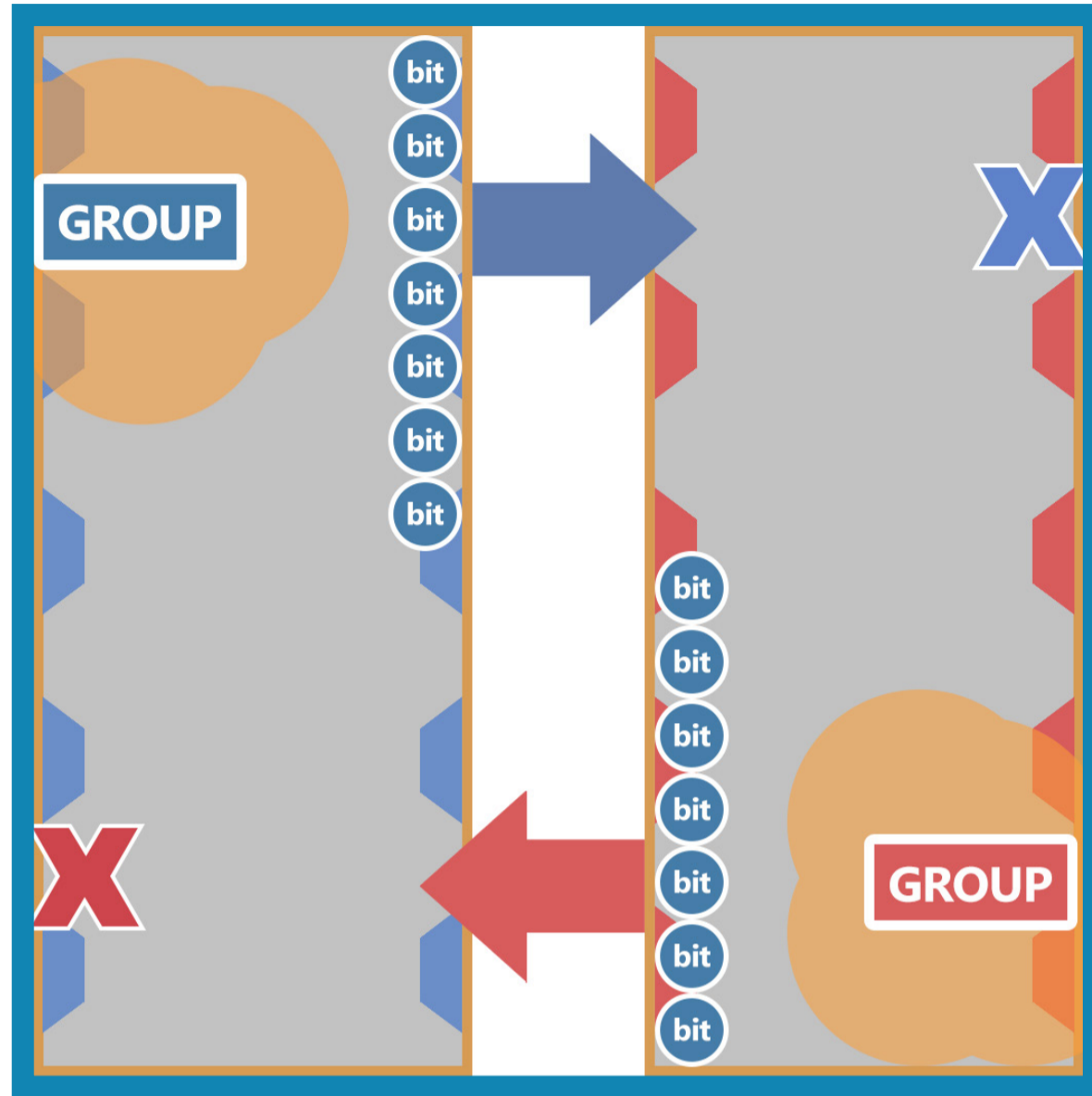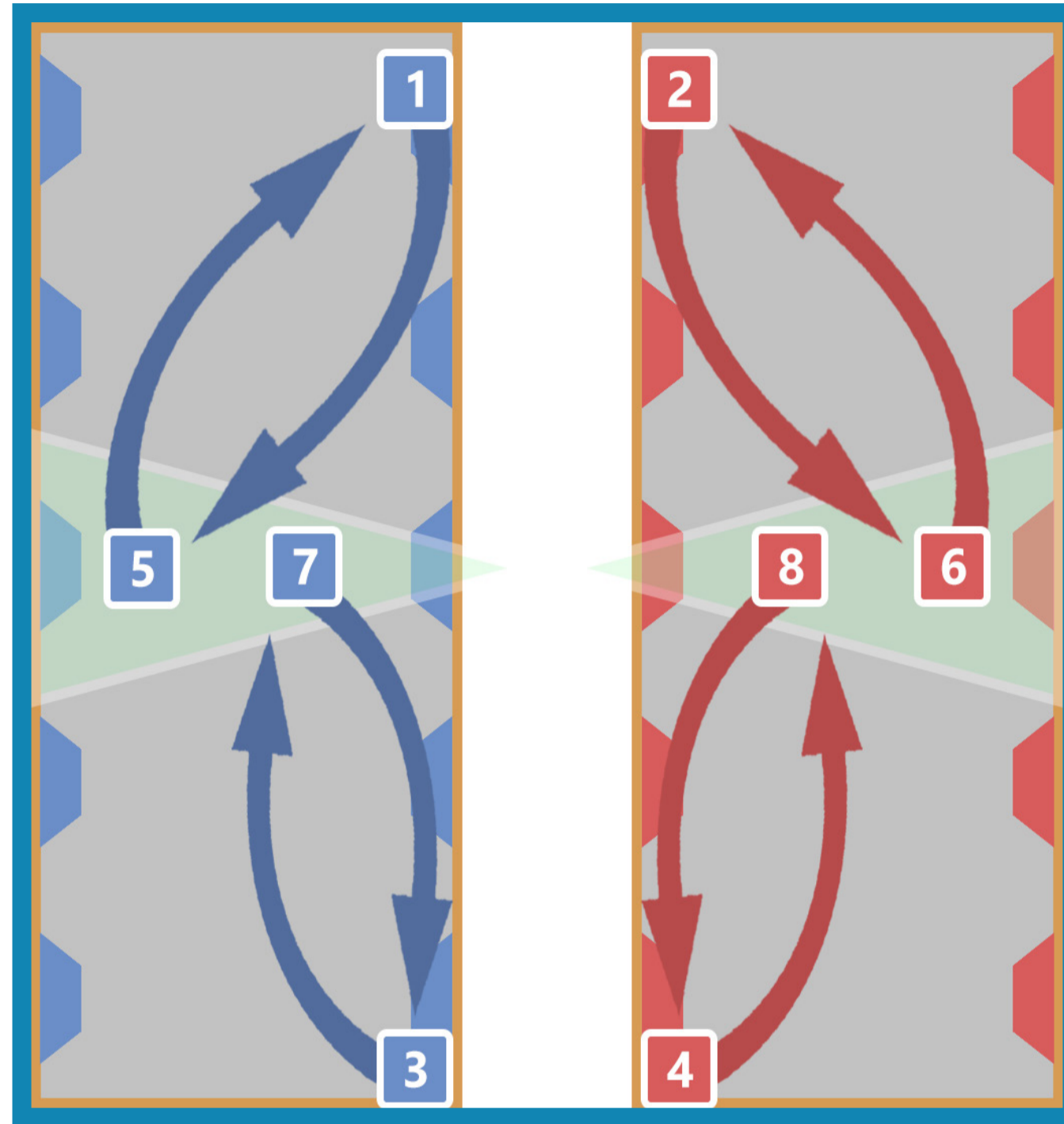# Diamond Shrapnel

1. Start on part of stage with bits.
2. Stand back.
3. Once puddles appear, teleport.
   [Bits fire]
4. Keep moving to other side.
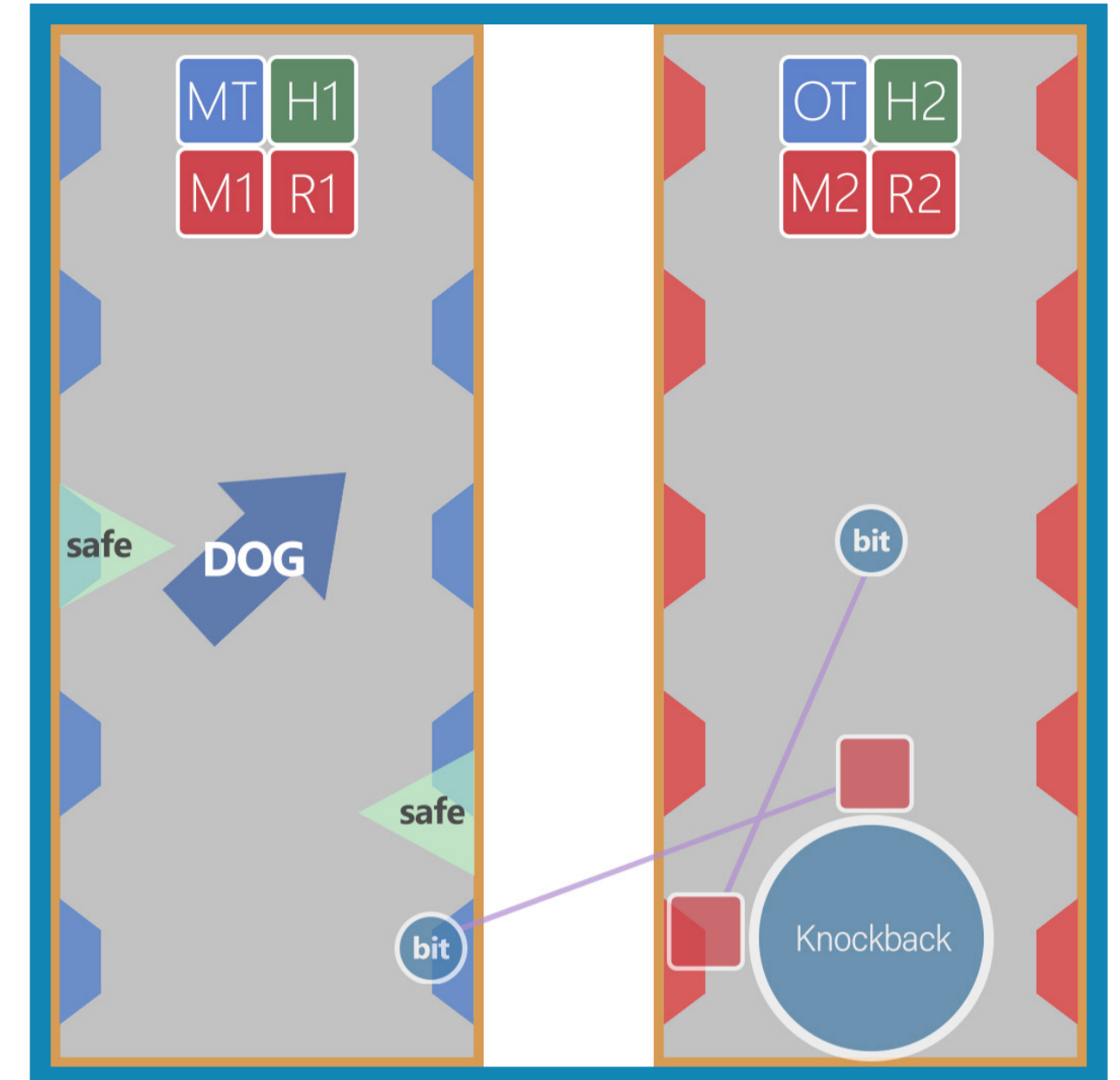5. Towers + bit dodge,

Quick Notes

Flood Ray

1. Odd numbers bait cones on blue platform
2. Even numbers bait cones on red platform
3. After your partner takes a cleave
   swap positions. Green is safe
   [After limit cut, group 1 goes to blue side]
   [After limit cut, group 2 goes to red side]

Miscellaneous

Group 1's default platform is blue
Group 2's default platform is red.

Tether+KB = KB to platform opposite bit.
Dog dashes = Green safe relative to dog.

The Cloud Deck

PHASE I

Diamond Rain (G2 to Red)

Adamant Purge + Stack/Spread

(Group that didn't move switches)

Photon Burst (Flares)

Adamant Purge

(Group that didn't move switches)

Diamond Rain

Adamant Purge + Stack/Spread

(Group that didn't move switches)

Photon Burst (Flares + hold buffs)

Code-Xi-Stigma (KB+tether)

PHASE II (Dog)

Outrage x 2 (AOE)

Auri Arts (5 orbs)

Outrage (AOE)

Auri Doomstead (TB + Swap)

Auri Arts (1 or 2 orbs)

Vertical Cleave (KB)

Outrage (AOE)

Bits + Auri Arts (5 orbs)

Outrage (AOE)

Auri Doomstead (TB + Swap)

Bits + Auri Arts (1 or 2 orbs)

Vertical Cleave (KB + Hold Buffs)

Outrage (AOE)

Phase 3

Flood Ray (Reset sides after)

Photon Burst (Flares)

Adamant Purge + Stack/Spread

(Group that didn't move switches)

Diamond Rain

Diamond Shrapnel

Adamant Sphere

Photon Burst (Flares)

Adamant Purge + Stack/Spread

(Group that didn't move switches)

Diamond Rain

Flood Ray (Reset sides after)

Photon Burst (Flares)

Adamant Purge + Stack/Spread

(Group that didn't move switches)

Diamond Rain

Flood Ray (Enrage)

PHASE I

Adamant Purge
Glowing claws cleave one platform.
Group moves to safe platform.
Claw goes off.
If Diamond Flash cannon is glowing, stack.
If Homing Lasers are glowing, spread.
(The group that hasn't moved should
go to the other platform after the mech).

Diamond Rain
Damage based on number of players on each platform.
Want close to 4 players per platform.

Photon Burst
Flare markers on players with aggro 1 and 2.

Code Chi-Xi Stigma
Players are tethered to bits.
If bit is on the same platform, kb to opposite platform.
If bit is on a different platform, kb on same platform.
(Want tether to turn purple). Platform AOE after.

Notes

PHASE II (Dog)

Auri Doomstead
AOE Tankbuster on MT. Phys vuln debuff.
Tank swap.

Auri Arts (5 orbs)
5 orbs appear, dog faces an orb and
zig zag dashes, go to safe spots in diagram.
Dog looks at one of the remaining 2 orbs
and N/S cleaves that side of the arena.

Auri Arts (1 or 2 orbs)
1 orbs = get close to boss.
2 orbs = middle cleave -> get away from boss.

Vertical Cleave
KB originating from orb. KB to corners.

Articulated Bits
Summons bits that do line AOEs overlapping
other mechanics. Inflicts vuln stacks if hit.

Outrage
Moderate raidwide AOE.

Other notes:
Teleporting inflicts a 20 second debuff preventing you from teleporting again.
During flood ray, dying before your number goes off passes it to another player.
One tower appears for each alive player during Adamant Sphere.
Raidbuffs don't line up off cooldown with untargetable phases and Auri Arts.
When the party is split between sides, raidbuffs and healer LB3 may not reach everyone.

PHASE III

Flood Ray
Players are marked with numbers.
Diamond weapon shoots wide cones
at players 1 by 1 in number order.
Each hit gives a magic vulnerability debuff.
See diagram.

Diamond Shrapnel
Players are marked with AOES that will follow.
Puddles drop.
Magitek bits go off.
AOES move. (See diagram for a strat).

Adamant Sphere
Immediately after Diamond Shrapnel.
Bits and 4 towers appear on each side.
(Fewer if players are dead).
Bits and towers go off.