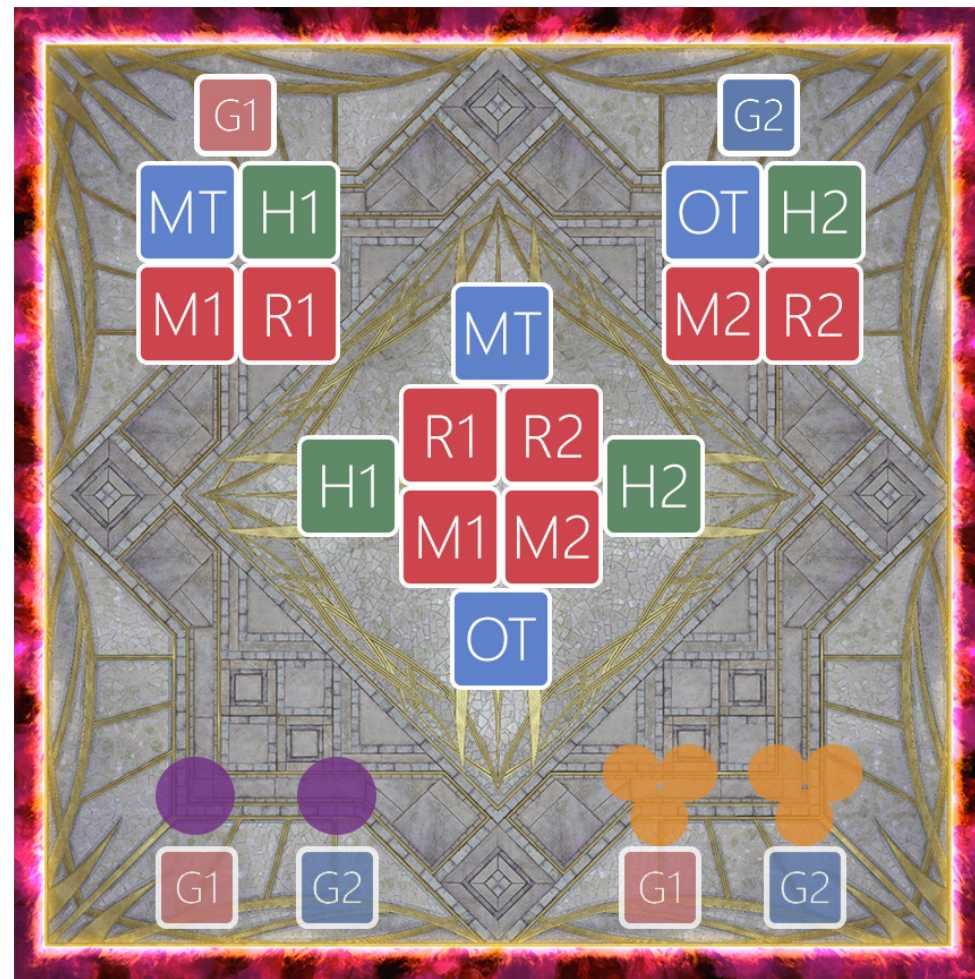
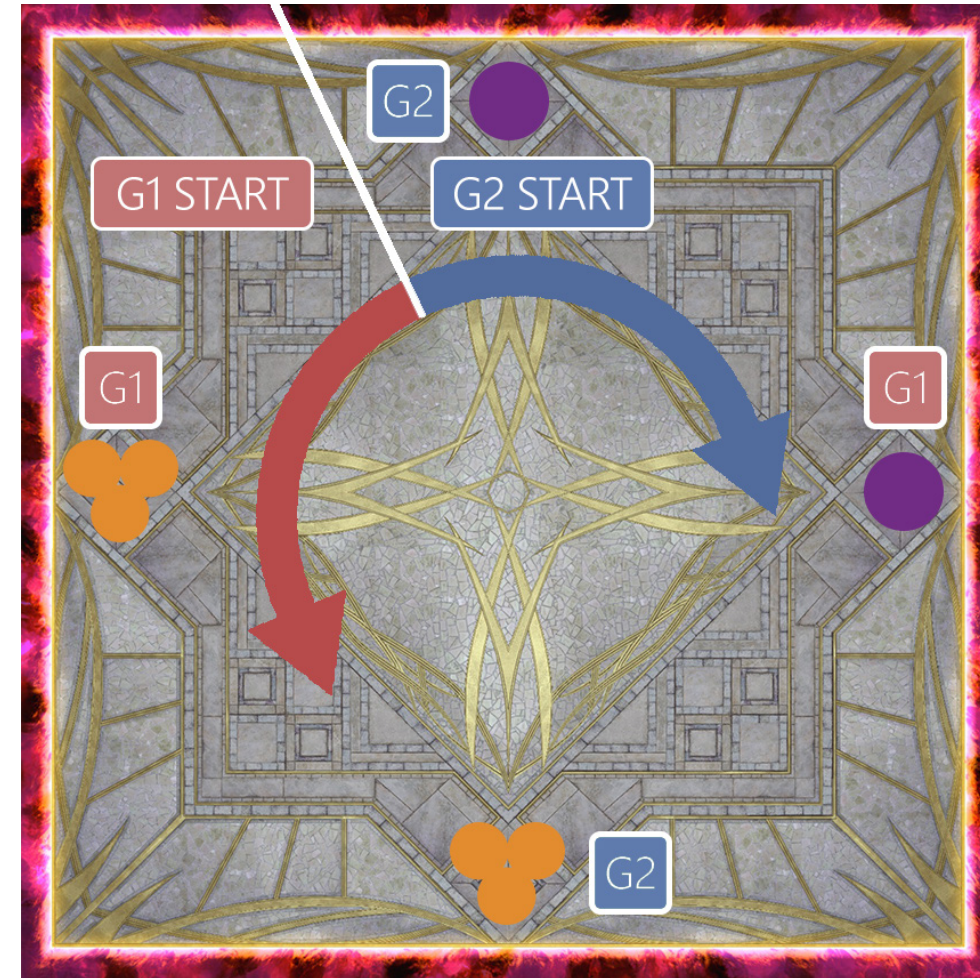


Orbs



G1 Leftmost purple and orange orbs.
 G2 Rightmost orbs. (Facing center of arena)
 Rotate clockwise when needed for first set of voidgates.



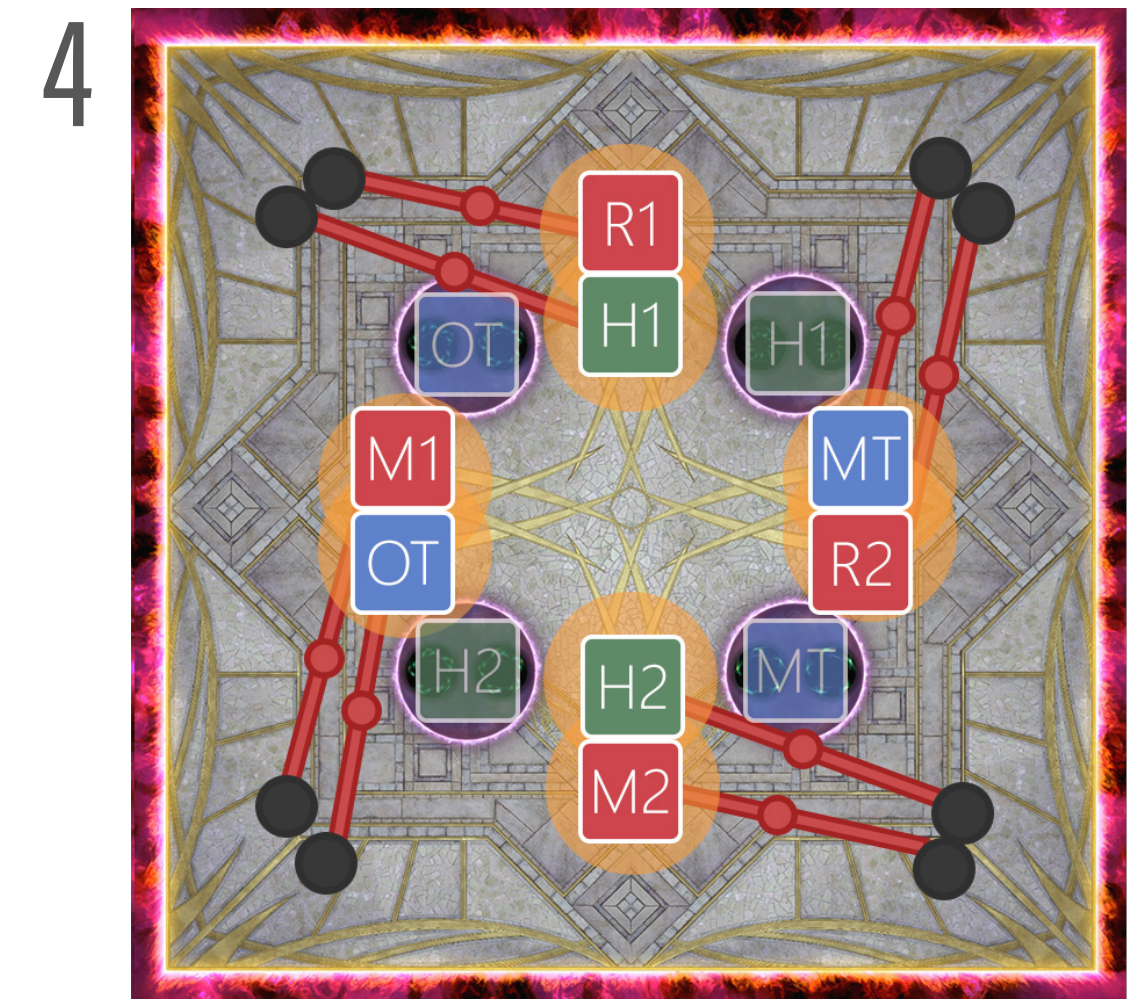
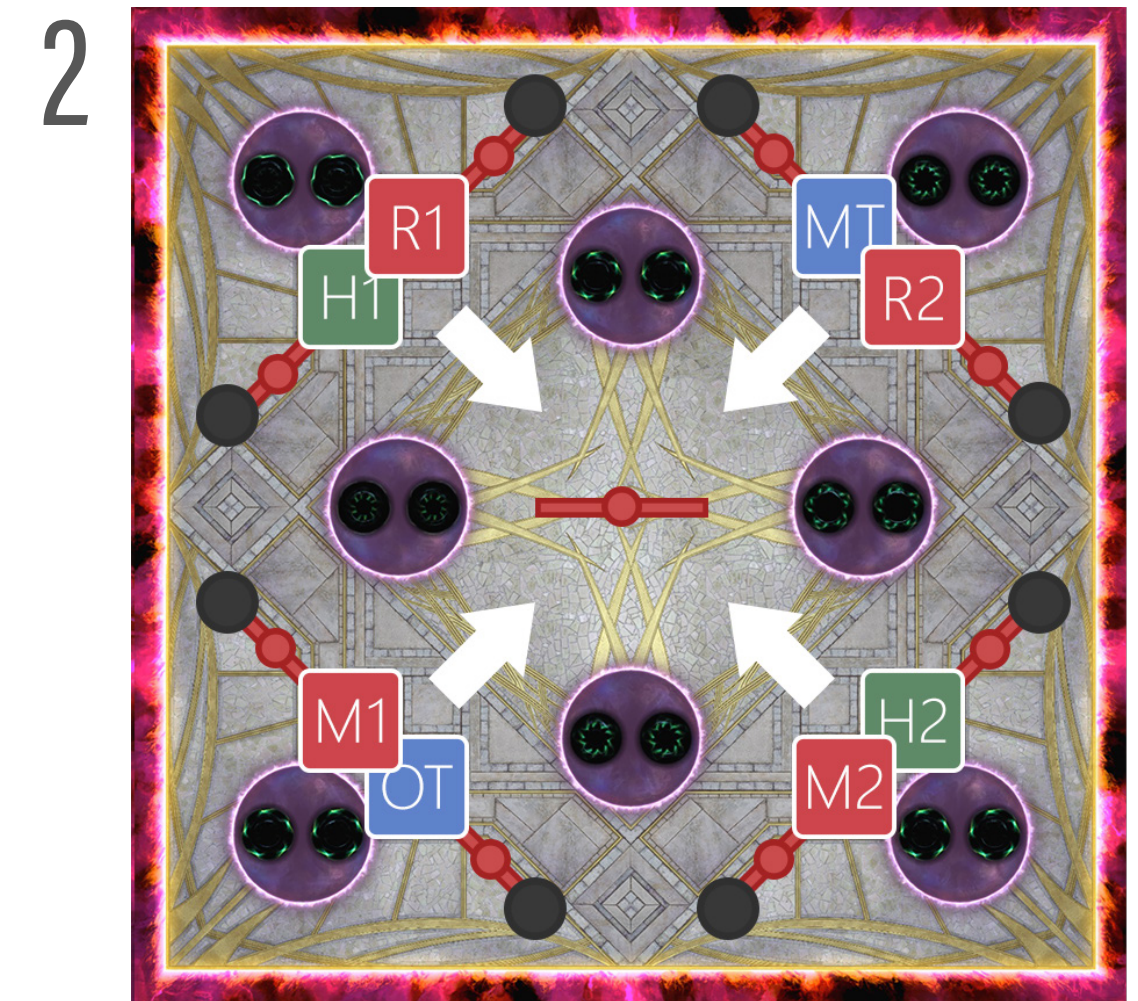
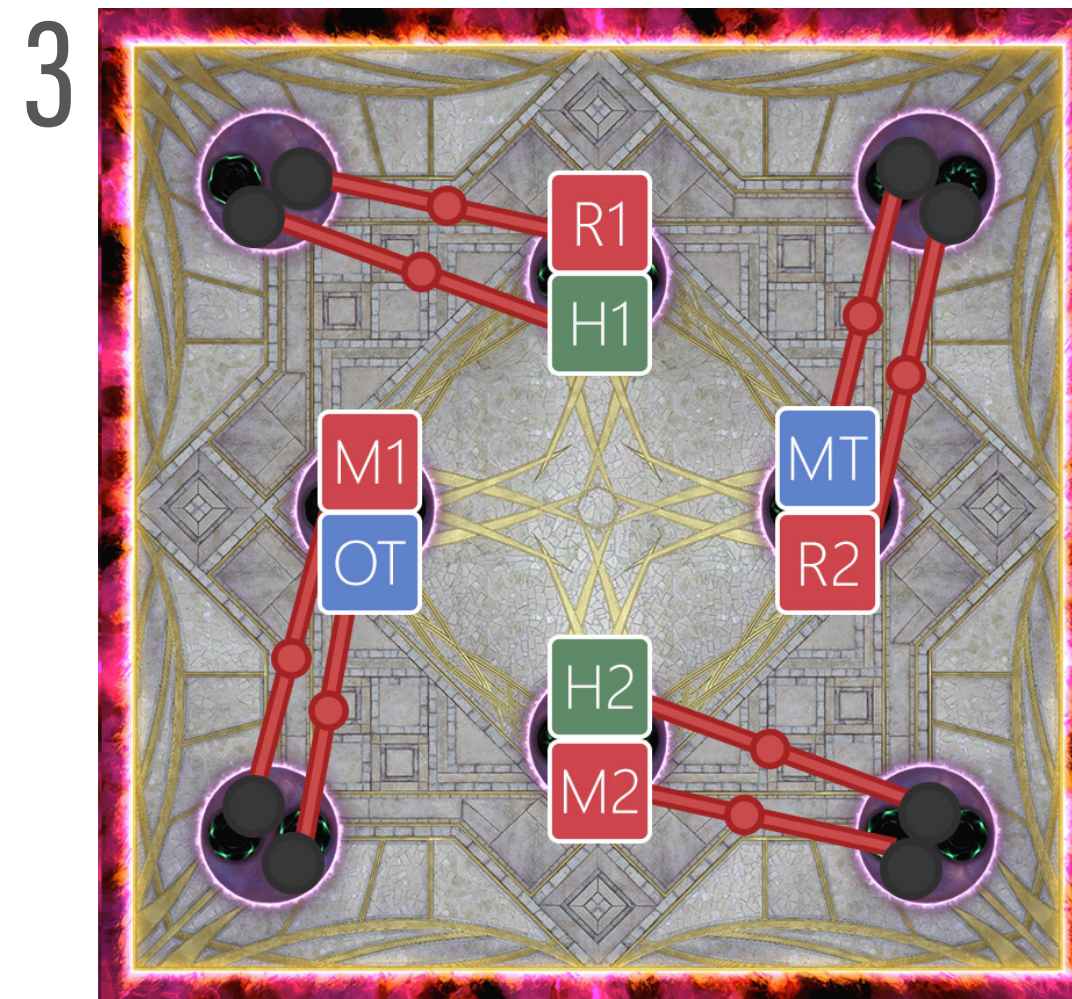
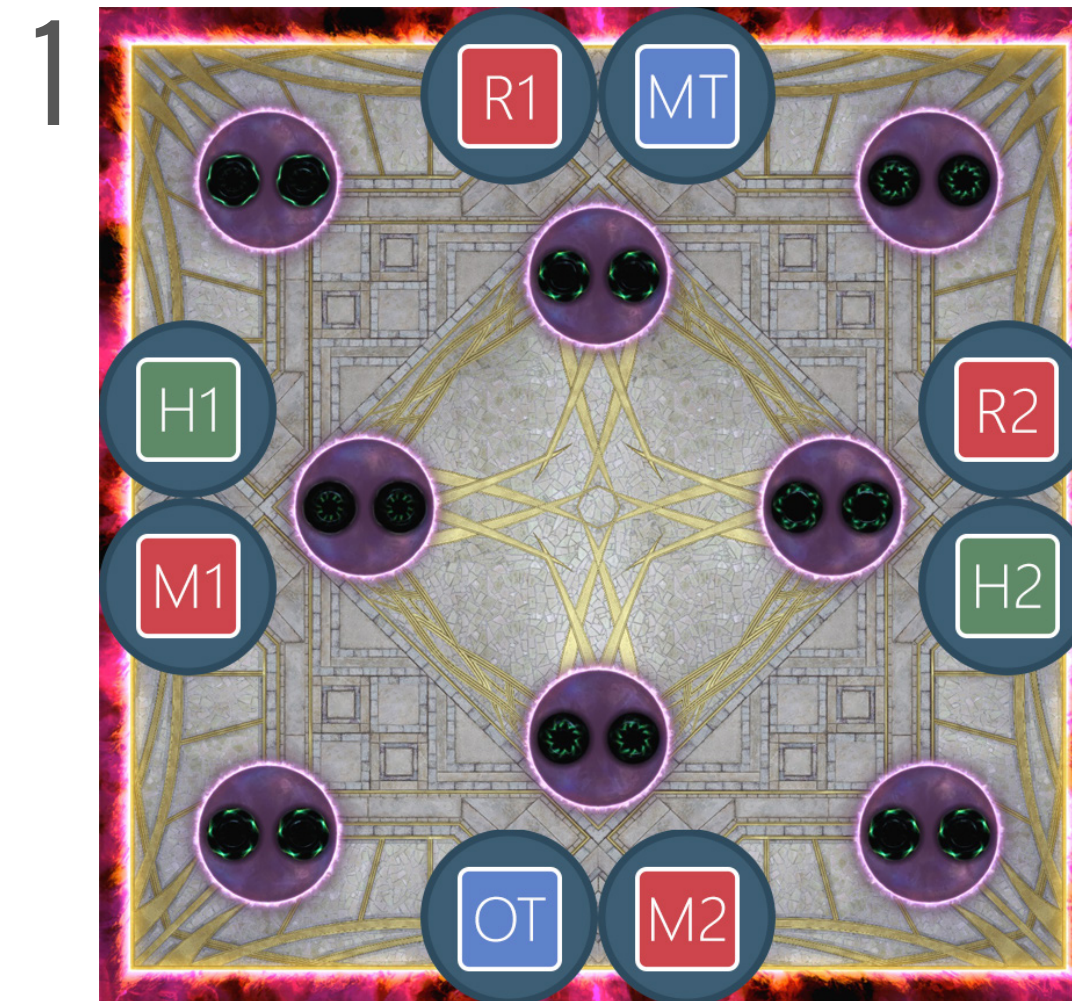
G1 starts NW and looks counter clockwise.
 G2 starts N and looks clockwise.
 Each group takes the first orange and purple orbs they see.

Amplifier Strategy

1. Drop puddles at assigned locations.
2. Spawn and bait shadows at outer towers.
3. Rotate clockwise to inner towers.
4. Bait AOES. T/H rotate clockwise to next set of towers. DPS flex for green tethers.

Notes

Voidgate Amplifier



PHASE I

Deepshadow Nova (AOE)	Shadow Servant (DPS or T/H)
Implosion (Front/Back)	Shadow Servant (Other)
Throne of Shadow (Out)	Distant Scream (KB)
Giga Slash (Left/Right)	Rotating Orbs
Umbra Smash x 4 (TB)	Left Right Orbs + Spawn Shadow
Shadow's Edge or Darkness Unleashed (Cleave or Stack)	Deepshadow Nova (AOE)
Shadow Cleave (Spread)	Fade to Shadow
Tethered Shadows + Stacks	Implosion (Front/Back)
Umbra Smash x 4 (TB)	Deepshadow Nova (AOE)
Shadow's Edge or Darkness Unleashed (Cleave or Stack)	Implosion x 4 (Front/Back)

PHASE 2

Deepshadow Nova (AOE)
Throne of Shadow (Out)
Umbra Smash x 4 (TB)
Shadow's Edge or Darkness Unleashed (Cleave or Stack)
Voidgate + Shadow Servant
Voidgate
Shadow Servant
Pitch Bog (Puddles)
Distant Scream (KB)
Rotating Orbs
Implosion x 2 (Front/Back)
Deepshadow Nova (AOE)
Shackled apart (Away Tethers)
Rotating Orbs + Fade to Shadow

PHASE 3

Deepshadow Nova (AOE)
Throne of Shadow (Out)
Pitch Bog (Puddles)
Giga Slash x 4 (Left/Right)
Voidgate Amplifier
Umbra Smash x 4 (TB)
Distant Scream (KB)
Deepshadow Nova x 3 (AOE)
Doom Arc (Enrage)

TIMELINE

Shadow Keeper

Giga Slash + Implosion

The boss spawns shadows that face towards the boss.
The direction the shadow faces is the orientation of the attack at the end of the castbar.
Implosion: Glowly mouth = front Glowly tail = back.
Giga Slash: Right/left arm up = right/left cleave.

Umbra Smash + Shadow's Edge / Darkness Unleashed

MT mitigates/invulns first 4 hits of Umbra Smash.
OT tank swaps immediately after the 4 hits.
Shadow Edge is a cleave toward the OT (main aggro).
Darkness Unleashed is party stack.

Tethered Shadows + Stacks

If you get too close to your shadow, you die.
After a while, your shadow teleports behind you and does a cleave toward where you were standing.
The dot above the shadows indicates the order each player receives a magic vulnerability debuff.
There's three stack markers on a healer.
All players with one dot stay out of stack #1.
All players with two dots stay out of stack #2.
All players with three dots stay out of stack #3.
(No dots means no debuff -> stand in all stacks).
After stacks, run south to bait shadow teleport.
Run north to dodge shadow's cleave.

Shadow Servant

Boss does a right or left cleave (Giga Slash).
All DPS or all T/H get a shadow attached to them.
The orientation of the shadow mirrors the giga slash.
Stand on the side of the boss so the shadow cleaves away from the party. The boss's hit box should be safe.

Umbral Orbs

Each orb targets the nearest player to it.
Purple orbs are mitigated by tanks.
Orange orbs are soaked by the rest of the light party.
Orb priority is by light parties (see diagram).
Orbs lined up: G1 gets leftmost orange/purple orbs.
G2 gets rightmost orange/purple orbs.
Cardinals: G1 starts NW and looks counter clockwise.
G2 starts N and looks clockwise.

Spawn Shadow

Boss spawns 4 clones.
Clones rotate 4 in same direction + 1 time randomly.
Keep track of tethered clone.
Go behind tethered clone.

Fade to shadow

Circles with straight tethers expand first.
Circles with curved tethers expand second.
Boss uses implosion at the same time.

Pitch Bog

Drops puddle on each player.
If a player touches a puddle, it spawns a tethered shadow to the player.

Shackled Apart

T/H go north. DPS south.
Tethered players must stay apart from one another.
shadow to the player. Resolves before orbs hit.

Shackled Together

Tethered players must stay close to one another.
DPS flex and soak towers with tethered T/H during Voidgate Amplifier.

First void gates

Stand in towers. Shadow players adjust.
Rotate clockwise to 2nd round of towers.
After towers #2, shadow players resolve cleaves.

Notes